TAKE YOUR GAME FURTHER™ BRADYGAMES®

MAX PAYNE™

OFFICIAL STRATEGY GUIDE

by Bart Farkas

CROSS A MAN WITH NOTHING TO LOSE DO NOT CROSS A MAN WIT

This game has received the following rating from the ESRB: MATURE M Blood Violence

Covers PlayStation® 2 Computer Entertainment System and XBOX™

REMEDY™ 3D REALMS® R

MAX PAYNE™

BY BART FARKAS

OFFICIAL STRATEGY GUIDE

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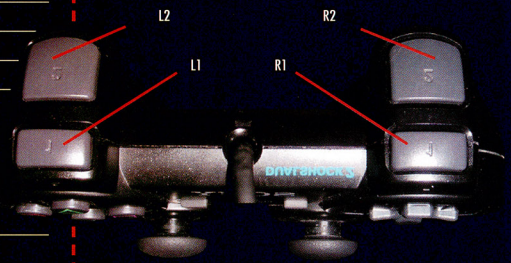
INTRODUCTION

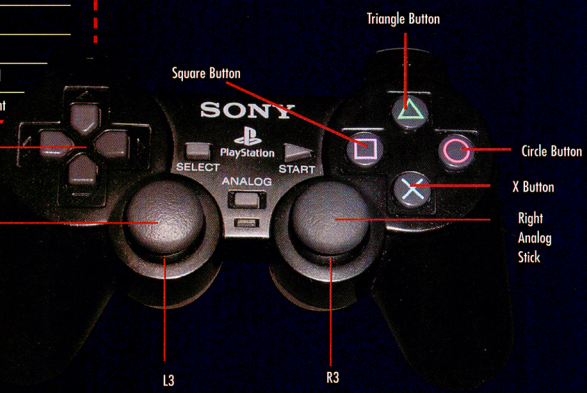
Few games push a genre's envelope, but in the case of Max Payne we can all consider the envelope pushed! Not only is the story compelling in a tongue-in-cheek Noir way, but the camera angles, the gameplay, and the inclusion of the ultra-cool Bullet Time make Max Payne the champion for 2001. I write strategy guides for a living, and as such I play a lot of games in any given year. I must say that working on Max Payne was one of the most delightful surprises I've ever had. I expected the game to be good, but I didn't realize the level at which it would grab me and suck me in. I found myself playing levels over and over again just for fun, and believe me, that's a good sign.

Max Payne is a game that you'll want to play yourself, to enjoy bit by bit as I did. Sometimes, however, you might get stuck and need a friendly nudge, or need to know what comes next. When those situations happen this book is here to step in and give you the helping hand you need. It'll supply you with just enough information to make your gaming experience flow, or it'll walk you through step by step, it's up to you. Enjoy!

PLAYSTATION 2 CONTROLS

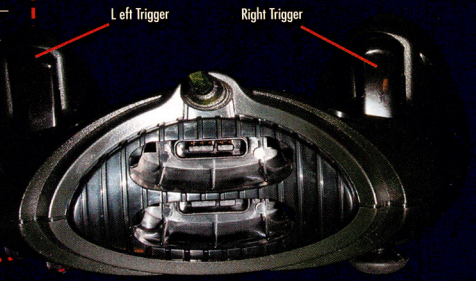
Button	Command
Left Analog Stick	Weapon Select
Right Analog Stick	Turn/Aim
Square Button	Reload
Triangle Button	Next Weapon
Circle Button	Painkiller
X Button	Use/Zoom
L1	Jump
L2	Bullet Time
L3	N/A
R1	Shoot
R2	Shootdodge
R3	N/A
Directional Pad Up	Move Forward
Directional Pad Down	Move Backward
Directional Pad Left/Right	Strafe Left/Right





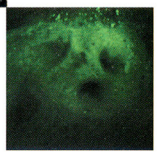
X-BOX CONTROLS

Button	Command
Left Trigger	Bullet Time Toggle
Right Trigger	Shoot
A	Action
B	Painkillers
X	Reload
Y	Jump
Black	Bullet Time Only
White	Shootdodge Only
Directional Pad	Weapon Select
Left Thumbstick	Movement
Left Thumbstick Button	Crouch
Right Thumbstick	Aim
Right Thumbstick Button	Nothing

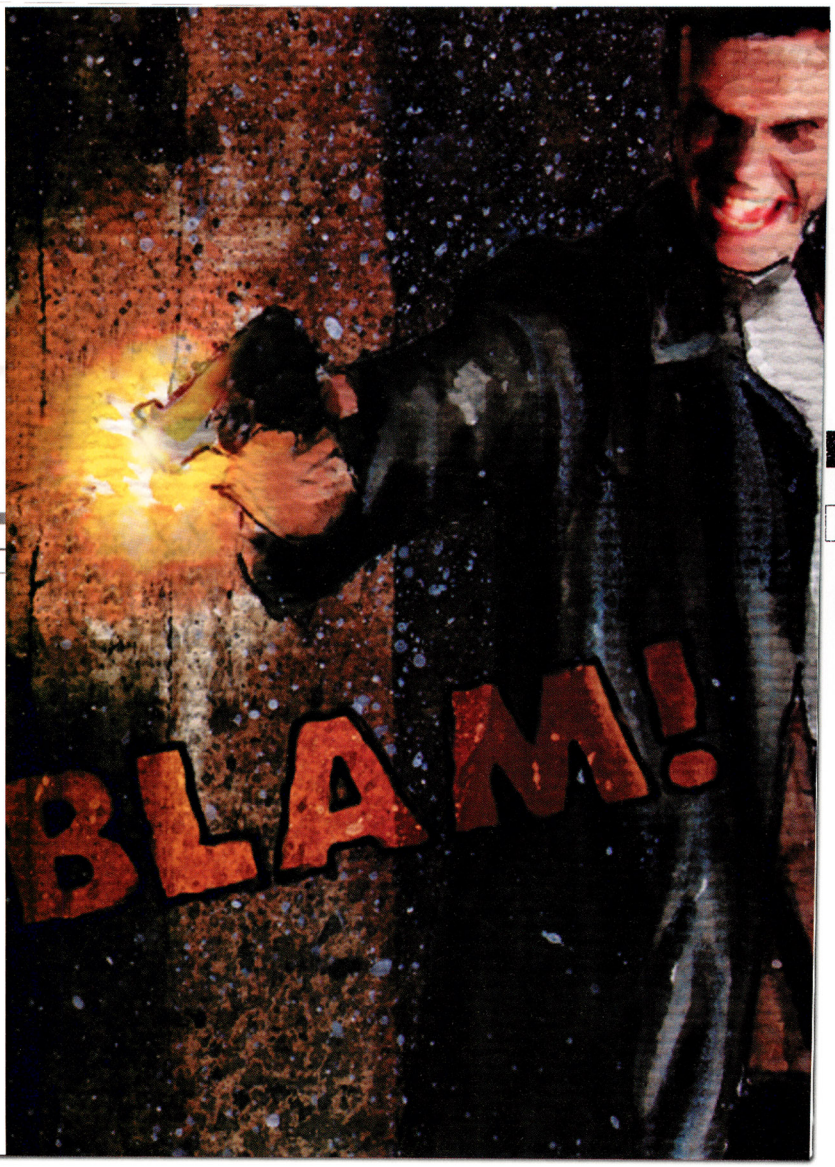


WEAPONS: STRATEGIES AND TACTICS

NYPD



Max Payne is an amazing game that sets the standard for the genre for years to come. The use of camera angles and the inclusion of the revolutionary Bullet Time make Max Payne the de facto champion of shooting games. This chapter provides the help you need to get the most out of the gameplay; that is to say that all of the weapons, strategies, and individual tactics that not only make you more successful at Max Payne, but also improve your gaming experience, are examined.


BLAM!

THE WEAPONS

There are fifteen distinct weapons (or weapon combinations) in Max Payne, each affording you with a different kind of offensive potential. In order to succeed at Max Payne you need to know how to manage your weaponry both in terms of how you use it, and also with regard to management of ammunition. While bludgeoning an enemy with a Lead Pipe isn't fancy, it will certainly get the job done in a pinch. Likewise, it would be nice to have an unlimited amount of Ingram ammunition, but that isn't about to happen anytime soon. This section discusses each weapon and offers up some tactical advice to help you get the most out of each.

During the walkthrough portion of the guide, there are icons indicating a New Weapon has been found. The page number indicated near the icon refers back to this section. When you see the New Weapon icon in this section, the page number listed next to it refers to the page in the walkthrough where the weapon is first made available for your use.

LEAD PIPE

The Lead Pipe is the base weapon. It's what you're stuck with if you completely exhaust all of your ammunition for your other weapons. The Lead Pipe is actually very effective at taking down enemies, but its drawback is that you must run up and get right beside your enemy to use it. Obviously, if an enemy sees you approaching and has a ranged weapon, you're going to be in trouble. For this reason, the Lead Pipe should be used only for those times when you are behind an enemy and they are unaware of you, or when you're desperate and out of ammunition and you can quickly get close to the enemy. Generally speaking, a couple whacks are all you need to take an enemy down.

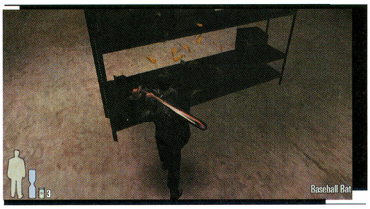
A Lead Pipe also comes in handy for opening boxes, crates, or anything else that can be smashed. It's also a good tool for breaking through windows and skylights (something done several times). Of course, you can use a firearm to accomplish the task, but the Lead Pipe requires no ammunition to get the job done, and sometimes you need every spare bullet you can find!

THE LEAD PIPE CAN BE USED TO TAKE OUT ENEMIES, BUT OFTEN IT'S BEST USED TO OPEN BOXES OR SMASH WINDOWS IN AN EFFORT TO SAVE YOUR OTHER AMMUNITION.

BASEBALL BAT

Look for the Baseball Bat in The American Dream: The Blood Veins of New York (pg. 60)

The Baseball Bat is generally only used in one key part of the game. You escape from a chair you're tied to and find that the only weapon on hand is the bat that Frankie "the Bat" Niagara was using on you. Ultimately you must use the bat on some enemies to get yourself some stronger weapons (corpses not requiring much firepower), and once you're better equipped, it's unlikely to go back to using the Baseball Bat because it has the same limitations as the Lead Pipe. Still, it can be used to attack enemies, and it is a good choice for smashing boxes or crates open, or to clear the way so that you can proceed.



THE BASEBALL BAT IS VERY IMPORTANT IN ONE PART OF THE GAME, OTHERWISE, TAKE IT OR LEAVE IT.

DESERT EAGLE

Look for the Desert Eagle in The American Dream: Roscoe Street Station (pg. 15)

The Desert Eagle is a surprisingly powerful weapon with awesome stopping power considering its small size. This is a weapon that you could use through the entire game if not for the fact that it holds a relatively small amount of ammunition. Additionally, it's not exactly accurate at long range. Still, for close quarters fighting this gun is excellent. Hitting the enemy in the chest or head with one shot of the Desert Eagle often takes them down.

Possibly the hardest thing to do when using the Eagle is to avoid overkill. While you may want to pump several rounds into an enemy, sometimes only one or two shots are truly needed. Early in the game, use the Desert Eagle often to capitalize on its stopping power.

THE DESERT EAGLE HAS GREAT STOPPING POWER, BUT ITS CLIP DOESN'T HOLD A LOT OF AMMUNITION.

BERETTA

Look for the Beretta in The American Dream: Roscoe Street Station (pg. 15)

The Beretta is the base ranged weapon Max Payne. You almost always have ammunition for it, and the Beretta holds 18 rounds in its clip, allowing for many shots before there's a need to reload. However, be aware that the Beretta is more of a lightweight weapon when compared to the Shotgun, the Desert Eagle, or any of the rifles. When using the Beretta you must be a little more careful about where you're placing your shots on the enemy. Generally speaking, aim for the head of the enemy. Later in the game, when your opponents are tougher, the Beretta becomes a secondary weapon for use only when your other, high-powered, choices are depleted.

THE BERETTA IS A GREAT WEAPON, IT JUST LACKS A LITTLE STOPPING POWER.

DUAL BERETTAS

In the case of Dual Berettas, two *is* better than one. There's not much to say here other than you have twice the firepower of a single Beretta. Although you have 36 rounds of ammunition available, you only really have 18 shots (trigger pulls) before you have to reload. The advantage, however, of the Dual Berettas is that sometimes one shot is enough because you'll have two bullets leaving your guns. Two shots at the enemy's head equals four bullets at the enemy's head and that's usually enough to bring any enemy down!

Don't ignore the inherent coolness (or should that be 'Woo-ness'?) of having two Berettas in action at once. The look and feel of two guns in front of you when you're doing some fancy Bullet Time jumping is unparalleled. Dual Berettas will likely be the weapon of choice up until Part III, when the enemies get tougher and there are better weapon choices available.

THE DUAL BERETTAS ARE YOUR BREAD AND BUTTER THROUGH 2/3 OF THE GAME.

PUMP ACTION SHOTGUN

Look for the Pump Action Shotgun in The American Dream: Roscoe Street Station (pg. 16)

The Pump Action Shotgun holds seven rounds at once and can fire in near rapid-fire manner. Among the weapons early in the game, the Shotgun is the king of stopping power. It's unusual, early in the game, for an enemy hit in the chest not to go down when hit with a Shotgun blast. For short to medium distances this weapon is very effective; it's even more effective for long range than you'd expect. Still, it is best to save your Shotgun ammunition for the close range fighting. The Shotgun's caveat is its relatively long reload time. More often than not, you find yourself into a situation where all of the Shotgun ammunition is spent and you're left like a sitting duck while desperately trying reload.

THE PUMP ACTION SHOTGUN IS A GREAT SHORT TO MEDIUM RANGE WEAPON.

SAWED-OFF SHOTGUN

Look for the Sawed-off Shotgun in The American Dream: Playing It Bogart (pg. 25)

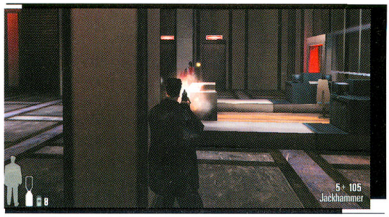
The Sawed-off Shotgun is similar to the Pump Action Shotgun, except that it has more stopping power with less range. It only holds two rounds and must be reloaded after every use. There still are a few instances when the Sawed-off Shotgun is desirable, however. First, it can be used when you know that you're going to have enemies directly in front of you and you want to take them out in one shot. Second, it can be used when you have one tough opponent that you face around a particular corner and you're looking to have a weapon that delivers a lethal blow. In these situations the Sawed-off Shotgun makes sense, but in rooms of crowded enemies, or when enemies are off in the distance, stay away from this weapon.

THE SAWED-OFF SHOTGUN HAS MORE PUNCH THAN JUST ABOUT ANY WEAPON.

JACKHAMMER

Look for the Jackhammer in A Cold Day in Hell: Put Out My Flames WithGasoline (pg. 80)

This weapon is the king of shotguns. The Jackhammer holds 12 rounds in each magazine and fires a burst of projectiles at the enemy in quick succession. At close range, this weapon is absolutely punishing, and even at a distance the power of the Jackhammer can take enemies down with just one extra shot. In the situations when you're in an enclosed room with three or more enemies circling around you, trying to put a bullet in you, the Jackhammer can't be recommended more highly; it's simply the best of all worlds. Unfortunately, this weapon is *so* efficient that you end up going through all of its ammunition in a short period of time.



THE JACKHAMMER IS THE KING OF SHOTGUNS. IT MOWS THROUGH GROUPS OF ENEMIES LIKE NO OTHER WEAPON.

COLT COMMANDO

Look for the Colt Commando in A Cold Day in Hell: With Rats and Oily Water (pg. 77)

The Colt Commando falls into the 'favorite weapon' category. The Colt simply has it all: power, excellent stopping ability and long distance accuracy. Each magazine of the Colt holds 30 rounds, and you can carry up to 150 rounds at time. This is a lot, but using the Colt exclusively means going through ammunition quickly. The Colt can take enemies down with one well-placed shot, or hold your finger down on the trigger and it empties an entire clip in no time. Because the Colt is so accurate, it's an excellent weapon for Bullet Time action. You can fly across a room in a Bullet Time jump and place a shot into the head of each of your enemies! In the later levels, many of the tough opponents that you face are also using Colt Commandos, which is bad news for you if you get hit. That is good news in terms of picking up ammunition after you've waxed opponents.

THE COLT IS ARGUABLY THE BEST WEAPON IN THE GAME, COMBINING POWER WITH ACCURACY AND FINESSE.

INGRAM

Look for the Ingram in The American Dream: The Blood Veins of New York (pg. 29)

The Ingram is a submachine gun. It fires at an incredible rate, emptying an entire 50 round clip in just a couple of seconds. The key with the Ingram is to make sure that it's aimed in the correct place before you unleash its fury, otherwise the spray of bullets won't be effective. While not particularly accurate, the Ingram is an excellent weapon for Bullet Time action. Because its rate of fire is so very high, you can turn the Ingram on several targets in Bullet Time with excellent results (each target getting several rounds).

THE INGRAM IS THE EPITOME OF THE FAST-FIRING HANDHELD MACHINEGUN.

DUAL INGRAM

Is two better than one? Of course it is! The Dual Ingram package is the weapon combination that you want to save for the really tough battles when you've got four or more enemies all coming at you at the same time. Dual Ingrams in Bullet Time were absolutely made for this kind of combat, and more often than not make your life much easier. Unfortunately, as you get into late Part II and Part III of the game many of the enemies have Dual Ingrams and they are not afraid to use them. In general, accidentally getting caught in the stream of bullets coming from an enemy's Ingram gets you dead before you can turn around and go back, so be very careful if you see an enemy with Dual Ingrams. When using Dual Ingrams be aware that each clip for each gun carries 50 rounds, meaning that you can only reload twice when using Dual Ingrams with full ammunition.

DUAL INGRAMS DON'T LAST LONG AT ALL (AMMO WISE), BUT THEY ARE THINGS OF BEAUTY WHILE THE AMMUNI-

M79 GRENADE LAUNCHER

Look for the Grenade Launcher in A Cold Day in Hell: Angel of Death (pg. 85)

There's nothing like blowing your enemy up from afar, and the M79 is here to do that for you. This is, quite simply, a Grenade Launcher that throws Grenades long distances. Unfortunately there's never much M79 ammunition lying around, but when you finally gain access to the M79 there are a few areas where it comes in *very* handy. Check out the walkthrough to see just where the M79 helps you the most. A word of warning with the M79, if you fire it too close to yourself you might as well get ready to kiss yourself goodbye. The M79 Grenades will take you out in a single blast.

There are several places where the enemy uses the M79, and in each case the secret to staying alive is to get out of the range of the M79 and take the enemy down with a Colt Commando or the Sniper Rifle.

THE GRENADE LAUNCHER WHEN USED AGAINST YOU!

GRENADES

Look for the Grenades in The American Dream: Let the Gun Do the Talking (pg. 34)

Grenades serve many purposes in the game. They work well when destroying enemies, but in the later levels they become very important for destroying Laser Traps that the enemy has set about the building. By the time you're in Part III, hold on to at least a couple of Grenades just for this purpose – it will make your life a lot easier.

More Grenades are lobbed at you than you get to lob at the enemy. Whenever you hear the familiar clink-click of a Grenade bouncing toward you, either turn quickly and run around a corner, or keep moving forward as fast as you can so that the Grenade explodes behind you.

GRENADES ARE GREAT TO HAVE, BUT NOT SO GREAT TO HAVE TOSSED YOUR WAY.

MOLOTOV COCKTAIL

Look for the Molotov Cocktail in The American Dream: Playing It Bogart (pg. 25)

The Molotov Cocktail can be used for destroying Laser Traps, but ultimately it's best used as an anti-personnel weapon. There are several instances of enemies standing close enough to each other so that all can be taken out with a single toss of a Molotov Cocktail. Even the toughest of enemies succumb if they get a full-on hit with a Molotov Cocktail. Sometimes it can be very therapeutic to take a small group of enemies out quickly and easily with a Molotov Cocktail rather than having to expend multiple bullets and risk taking return fire.

THE MOLOTOV IS A KEY ANTI-PERSONNEL WEAPON.

SNIPER RIFLE

Look for the Sniper Rifle in A Cold Day in Hell: An Offer You Can't Refuse (pg. 70)

The Sniper Rifle is an extremely efficient and powerful weapon. With it you can take down any enemy with just one shot, often from very far away. There are many instances where using the Sniper Rifle is critical, most of them are in the final third of the game, when things are toughest. The Sniper Rifle kills all enemies with just one shot, and that's what makes it so powerful. There's also a very cool view of the bullet traveling through the air to take out its target. The downside to the Sniper Rifle is that there isn't much ammunition for it, and when you're using it you are completely unaware of what's going on around you. For this reason you need to use it only in situations where you feel secure that no enemies are going to creep up on your flank.

THIS IS A VERY COOL EFFECT WHEN THE CAMERA FOLLOWS THE BULLET INTO THE ENEMY.

GENERAL TIPS

Here are a few tips to help you get through the game without losing your skin!

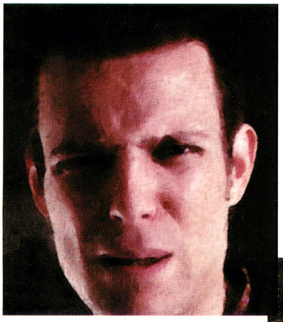
- Read the papers, check the desks, basically, stay up on the story while you're playing the game, it'll help you out.
- The game is linear, so don't go backtracking thinking that you've missed a turn somewhere. If lost, the walkthrough in this book will point the way every time.
- Always keep your health as close to perfect as possible. You'd be surprised how many times you can be almost dead but still walk around and do the job. If you don't use the Painkillers you find, then you might not get a second chance.

When you see this icon, check the area for a supply of Painkillers.

- Use your Lead Pipe or Baseball Bat to open up boxes and crates. Your ammunition is too precious for that.
- Charge the enemy when there's no other viable choice. You'd be surprised how well charging the enemy with guns blazing can work in certain situations.
- If a situation looks grim, take a look at your inventory and see if there's something in there that can solve it. For example, if you only have three bullets left and you're facing four enemies, but you still have a Molotov in your inventory, try to take out all the enemies with just the one Molotov!
- Watch out for Laser Traps. It's surprising how many of them are in low-to-the-ground areas that you don't immediately recognize.
- You can often prevent a Grenade from being lobbed at you by hitting an enemy quickly.
- Whenever you hear the clink of a Grenade bouncing your way, turn around and hide behind a wall, or keep moving forward to get away from the Grenade (which are just about always thrown at your feet).
- Sniper Rifles kill in one shot, so if an enemy pins you down somewhere, try using your Sniper Rifle to pop him quickly.

BULLET TIME

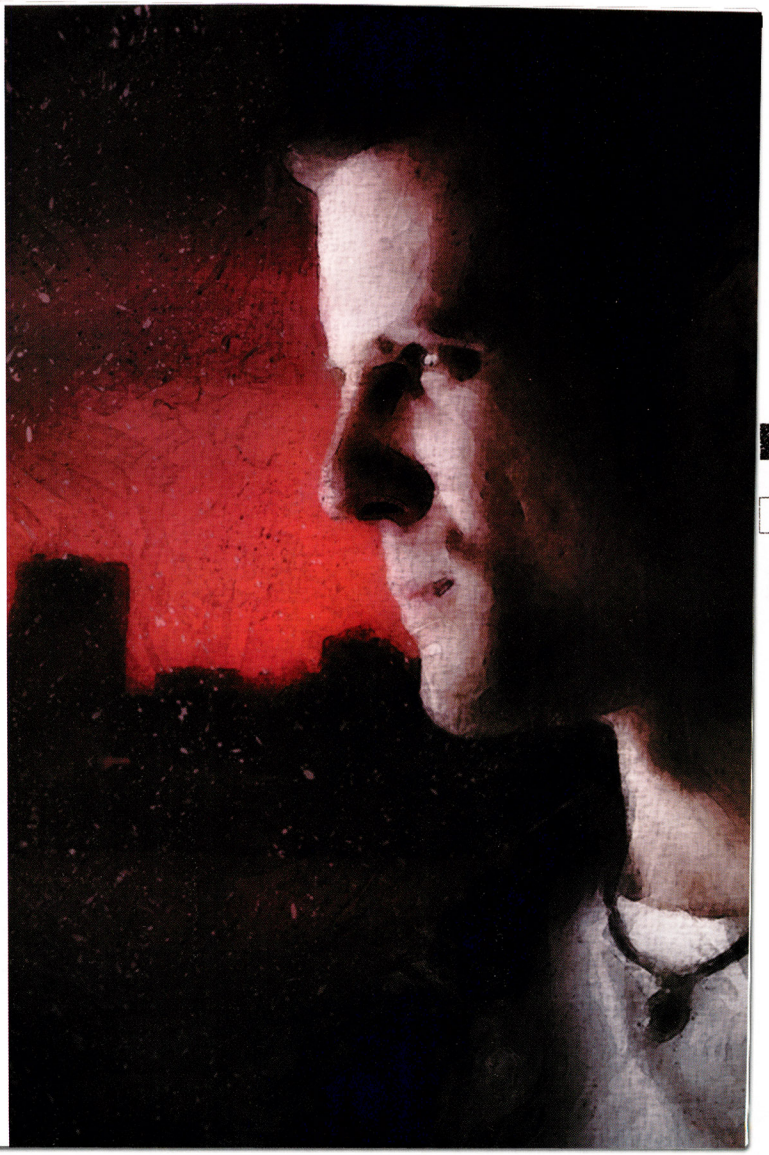
Use Bullet Time whenever the chips are down. Bullet Time is the great equalizer, and will give you the opportunity to win most situations. Keep an eye out for boxes like this in the walkthrough, and you will have a good idea of the times to use Bullet Time for maximum effect.



NYPD

PART 1

THE AMERICAN DREAM



This is where you cut your teeth and are indoctrinated into the gritty and cruel world that is Max Payne. You learn how Max Payne's perfect life was destroyed by a drug deal gone bad, and how he'll look to avenge the deaths of his wife and baby. Now, three years and a lifetime of suffering later, Max Payne is an undercover cop working toward uncovering a drug ring. It's time for you to help Max unravel the mystery of who killed his family and why.

NYPD

CHAPTER ONE: THE ROSCOE STREET STATION

Max Payne has been working his way from the small-time up to the bigger fish, where he could do real work. As a punishing storm was settling in on New York, Max was on his way to meet Alex, one of only two cops that knew the nature of his undercover work. The task here is to weave through the Roscoe Street Station and find Alex.

THE ROSCOE STREET STATION IS WHERE IT ALL BEGINS.

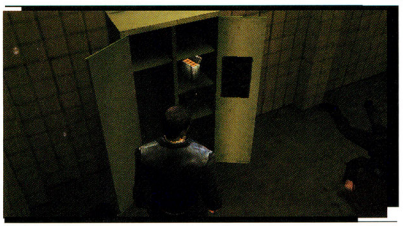
FIND ALEX

When you arrive at the Roscoe Street Station there's no one to be seen. You must search for Alex, and for now your weapon remains holstered. This is the area for cutting your teeth and fighting tough enemies for the first time. It's a perfect time for you to get used to the Beretta, Desert Eagle, and Shotgun as weapons, but more importantly you'll have the opportunity to practice using Bullet Time (a skill that you'll have to master to get past many challenges in the game).

ONCE YOU GET OFF THE TRAIN YOU'LL HAVE AN EMPTY STATION IN FRONT OF YOU. YOU'LL NEED TO GO INTO THE WHITE DOOR ON YOUR LEFT.

DANGER

Don't hop down on the tracks. The trains come by every few seconds and if you hop down chances are you'll end up a meal for subway train rather than a hero for unraveling a drug ring.



NEW WEAPON BERETTA

PG. 9

INSIDE IS A TRANSIT COP DEAD ON THE FLOOR. CHECK OUT ALL THE LOCKERS AND CABINETS BECAUSE THERE'S PLENTY OF EXTRA BERETTA AMMO INSIDE. NOTE THAT YOUR **BERETTA** IS NOW DRAWN, AND YOU CAN NOW USE IT!

BULLET TIME

As you head out back onto the platform you'll face your first two foes. This is a perfect time to try out Bullet Time by moving forward toward the enemies and hitting the right mouse button. You'll leave your feet and time will slow enough for you to get a couple of shots off on the enemies. Don't wait for them to see you, go after them first or you'll end up full of holes.

AS YOU DIVE FORWARD YOU CAN SHOOT THE ENEMIES ONE AT A TIME. IF YOU'RE A GOOD SHOT, AIM FOR THEIR HEADS BECAUSE THAT WILL TAKE THEM EACH OUT WITH JUST ONE BULLET.

TIP

This is an obvious tip, but save often! The F5 key automatically saves the game for you so that you can do it without losing a beat, it's easy!

NEW WEAPON DESERT EAGLE

PG. 9

You'll pick up **Desert Eagles** from these two deceased thugs. The Desert Eagle is a slower-firing weapon, but it packs a more substantial punch and can often take down enemies with just one well-placed shot to the chest! After you pick up the spoils, head up the stairs.

BULLET TIME

AT THE TOP OF THE STAIRS IS A PAIR OF THUGS THAT YOU NEED TO TAKE OUT. A SIDEWAYS BULLET-TIME JUMP IS A GREAT WAY TO GO AFTER THESE TWO. BE SURE TO PICK UP THE AMMUNITION THAT THESE DUDES LEAVE BEHIND.

THERE'S AN ENEMY BEHIND THE GATE AROUND THE NEXT CORNER. BE READY FOR HIM. AFTER HE'S TAKEN CARE OF, MOVE DOWN THE STAIRS AND HANG A RIGHT.

WHEN YOU GET TO THE PLATFORM HANG A LEFT. THERE'S A GUARD JUST AROUND THE CORNER THAT YOU CAN EASILY TAKE OUT WITH A SIDEWAYS BULLET-TIME JUMP. WATCH OUT FOR THIS GUY THOUGH, BECAUSE HE HAS A SHOTGUN, WHICH WILL DO A LOT OF DAMAGE IF IT HITS YOU SQUARE.

XBOX ONLY

NEW WEAPON
SHOTGUN
PG. 7

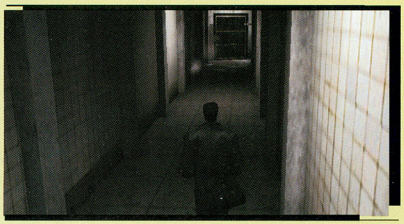
Pick up the **Shotgun** and head down through the gate with the Maintenance Work sign on it. At the bottom of the stairs you'll find a pair of dudes walking away from you on your right. Take them out with the Shotgun, but beware that there's also one enemy *behind* you.

AFTER YOU TAKE OUT THE FIRST TWO ENEMIES, SWIVEL TO GET THIS GUY.

INSIDE THE ROOM YOU DISCOVER THAT YOU'VE ENDED UP INSIDE A BIG-TIME CRIME OPERATION RATHER THAN JUST A RENDEZVOUS WITH YOUR PARTNER. SCOUR THE CABINETS FOR GOODIES LIKE AMMUNITION AND **PAINKILLERS**.

NOTE

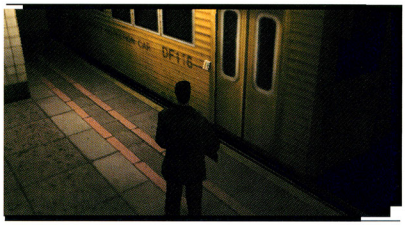
If you've taken a hit or two and your health is more than half gone, use the Painkillers to repair some of the hurt.



AT THE END OF THIS HALLWAY IS A LOCKED GATE THAT YOU CANNOT PASS. THERE ARE SEVERAL ENEMIES ON THE OTHER SIDE OF IT WHO WILL IMMEDIATELY OPEN FIRE ON YOU IF YOU SHOW YOUR FACE. IT'S YOUR CHOICE AS TO WHETHER OR NOT YOU FIGHT THEM NOW OR LATER.

XBOX ONLY

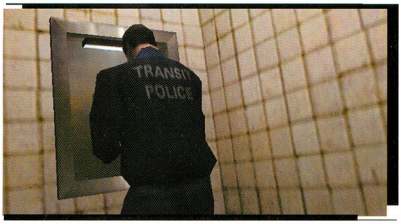
IF YOU DO FIGHT THEM NOW, TRY TO SHOOT AT THE BOTTLES OF COMPRESSED OXYGEN. IF YOU CAN SHOOT THE TOPS OFF THE BOTTLES THEY'LL EXPLODE AND TAKE THE ENEMIES OUT FOR YOU.



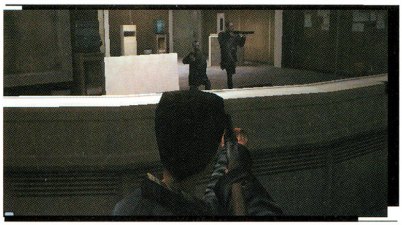
MOVE BACK DOWN THE PLATFORM TO THIS YELLOW RAIL CAR. THE POWER'S OUT, LEADING TO YOUR NEXT GOAL, RESTORING POWER. TURN AROUND AND PROCEED THROUGH THE WHITE DOOR BEHIND THIS AREA.

PAIN KILLER

OPEN THE DOOR, AND SAVE THIS TRANSIT COP. HE'LL TELL YOU THAT HE CAN LET YOU INTO THE CONTROL ROOM SO THAT YOU CAN RESTORE POWER TO THE RAIL CAR. BEFORE YOU LEAVE, HOWEVER, BE SURE TO CHECK THE CABINETS FOR GOODIES (THERE'S AMMUNITION AND **PAINKILLERS** HERE).

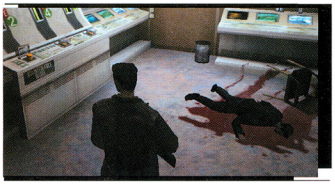


THE GUY YOU SAVED WILL FOLLOW YOU UP TO THE CONTROL ROOM, UNFORTUNATELY HE GETS WAXED AS SOON AS HE OPENS THE DOOR FOR YOU. IT'S TIME FOR YOU TO AVENGE HIS DEATH.



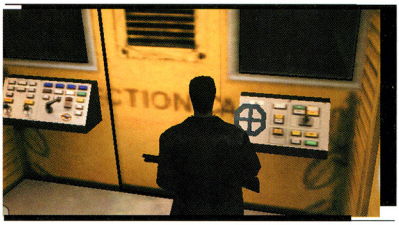
INSIDE THE CONTROL ROOM IS A TOUGH FIGHT WITH NO LESS THAN FOUR GUYS WITH GUNS TRAINED ON YOU. THIS IS AN EXCELLENT OPPORTUNITY TO USE BULLET TIME AND METHODICALLY TAKE AT LEAST A PAIR OF ENEMIES OUT WITH HEAD SHOTS. HIDE BEHIND THE CONTROL PANEL BY CROUCHING. IF YOU NEED TO, USE SOME PAINKILLERS.

BULLET TIME

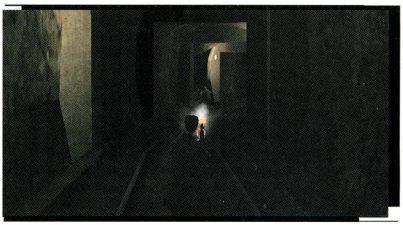


THERE ARE TWO POINTS OF INTEREST IN THIS ROOM. FIRST, ACTIVATE THE POWER TO THE NUMBER 2 LINE (THE ONE ON THE LEFT), THEN BE SURE TO GO OVER TO THE CABINET ON THE FAR WALL AND GET THE FOUR BOTTLES OF **PAINKILLERS**!

You can move back downstairs to the yellow train unopposed now. On the way down take the time to use Painkillers if need be, and pick up any weapons or ammunition you may have left behind.



HOP ON THE TRAIN AND START IT UP! THE TRAIN WILL SMASH THROUGH A BARRICADE, OPENING UP A NEW AREA



MOVE DOWN THE CORRIDOR AND EXPECT RESISTANCE FROM THE OPENING ON THE LEFT SIDE OF THE TUNNEL. ONCE YOU GET TO THIS AREA YOU'LL RECOGNIZE IT AS THE OTHER SIDE OF THE LOCKED GATE YOU WERE AT BEFORE.

NYPD

CHAPTER TWO: LIVE FROM THE CRIME SCENE

You've done well to make it this far alive, but you still haven't found Alex. Hopefully he'll show his face soon and some of this can be explained. Continue to move through old areas of the subway system that haven't been used for years, and along the way you'll discover that the crime that's going down tonight is a lot more than you expected.

BULLET TIME

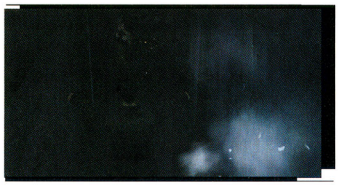
PAIN KILLER

WIND AROUND THE HALLWAY (THERE'S A BOTTLE OF **PAINKILLERS** ALONG THE WAY) AND USE SOME BULLET TIME TO TAKE OUT THESE TWO GREASEBALLS. THEY'LL DROP SOME WEAPONS AND AMMO FOR YOU.

CONTINUES

CONTINUED BULLET TIME

WHEN YOU GO THROUGH THE DOOR YOU'LL HAVE AN ENEMY *RIGHT* IN FRONT OF YOU! USE A SIDEWAYS BULLET-TIME JUMP TO PLACE A COUPLE CAPS IN HIS NOGGIN.



THERE'S ONE MORE GUY AT THE BOTTOM OF THE STAIRS. HE'LL DIE A SLOW-MOTION DEATH ONCE YOU FINISH HIM OFF.

BULLET TIME

Now that you're in the tunnel, take this moment to get your weapons readied and your health as good as you can. There's a few bad boys just a few yards down the tunnel, so you'll want to be buff when you face them.

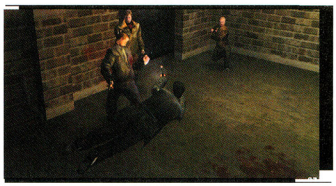
USE SOME BULLET TIME TO TAKE OUT THE THREE FELONS THAT YOU COME ACROSS ON THIS PLATFORM. THEY'RE TOUGHER TO HIT BECAUSE THEY'RE HIDING BEHIND BOXES, SO DON'T BE AFRAID TO HIDE BEHIND BOXES YOURSELF IF YOU HAVE TO.

TIP

There's some ammunition in one of the small crates (by the door) on the platform. Shoot it to open up the crate and get at the ammunition.

AS YOU CLIMB THE STAIRS AN EXPLOSION ROCKS THE AREA. MOVE THROUGH THE NEXT ROOM AND UP THESE STAIRS TO WHERE YOU MUST FIGHT A PAIR OF GUN-TOTING TROLLS.

BULLET TIME



IF YOU AROUSE TOO MUCH SUSPICION, YOU'LL HAVE TO FIGHT AN ENTIRE GROUP OF ENEMIES! USE BULLET TIME AND SOME COOL JUMPING TO MAKE YOUR LIFE EASIER.

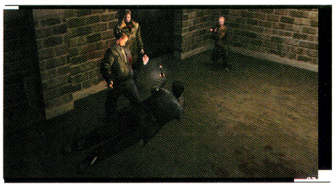
Now that the area is cleared out, walk over to the door and have a look. You'll learn that the door is rigged to be blown open, but there's a detonator missing. The detonator is downstairs, and you'll have to go get it. Unfortunately there's a fair bit of resistance down there, so get your Dual Berettas ready and top off your Painkillers.

MOVE THROUGH THIS HOLE IN THE WALL AND DON'T RUSH OUT INTO THE CORRIDOR ON THE OTHER SIDE.

BULLET TIME

USE SOME CLEVER BULLET TIME JUMPS TO TAKE OUT WHICHEVER ENEMIES SHOW THEIR FACES AROUND THE VAULT ENTRANCE.

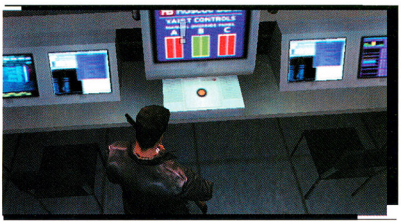
CONTINUES



ULTIMATELY YOU'LL HAVE TO JUMP PAST THE VAULT DOOR AND INTO THE ROOM BEYOND WHERE SOME BULLET TIME WILL ALLOW YOU TO PUT SOME BUCKSHOT INTO YOUR ENEMIES.

DANGER *These rooms are difficult because they are full of enemies with high-powered weapons. Don't be foolhardy, use Bullet Time and save often to make sure that you don't have to play this entire level over again.*

WHEN YOU OPEN THE DOOR TO THE MAIN CONTROL ROOM YOU'LL HAVE FOUR DUDES TO DEAL WITH. THE SHOTGUN IS THE BEST WEAPON FOR THIS BECAUSE YOU'LL BE FIGHTING THEM AT CLOSE RANGE.

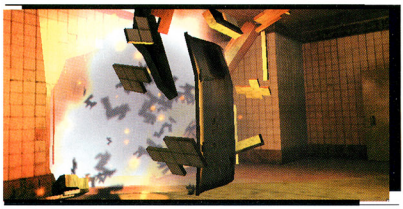


PICK UP THE WEAPONS AND **PAINKILLERS** ON THE COUNTER AND THEN OPEN VAULT A.

INSIDE VAULT A IS THE DETONATOR NEEDED TO BLOW OPEN THE DOOR YOU PASSED EARLIER.

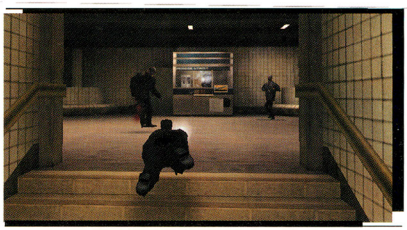
NOTE *If the siren is driving you nuts, just shoot the speaker above the control area. That'll shut it up for good.*

AFTER YOU GET THE DETONATOR, MOVE BACK TOWARD THE STAIRCASE THAT LEADS UP TO THE DOOR YOU NEED TO BLOW. YOU'RE FACED WITH THREE VERY IRATE ENEMIES THAT ARE ARMED WITH SHOTGUNS. STAY AT THE BOTTOM OF THE STAIRS AND LET THEM COME TO YOU.

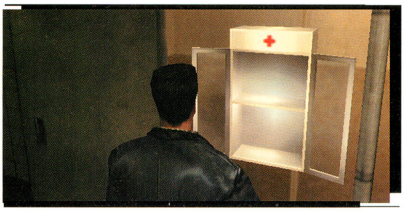


PLACE THE DETONATOR THEN GET THE HECK BACK DOWN THE STAIRS BECAUSE WHEN THIS THING BLOWS, IT REALLY BLOWS!

YOU MEET UP WITH ALEX AND FIND OUT THAT THIS IS PART OF LUPINO'S WORK. JUST AS YOU ARE ESTABLISHING THIS, ALEX IS ASSASSINATED FROM BEHIND, AND THERE'S NOTHING YOU CAN DO TO STOP IT.



RUN UP THE STAIRS AND FINISH OFF THE REMAINING GROUP OF LUPINO'S MEN. AGAIN, THERE WILL BE FOUR OF THEM. ONE IN THE SHOP, ONE RIGHT IN FRONT OF YOU, AND ONE ON EACH OF YOUR LEFT AND RIGHT.



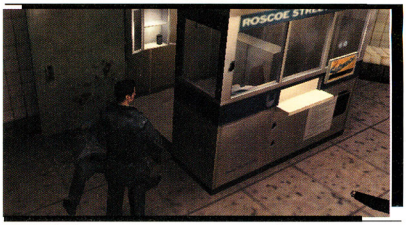
PAIN KILLER

AS SOON AS YOU REGAIN CONTROL OF MAX, RUN BACK INTO THE ENCLOSURE BEHIND YOU AND TO YOUR LEFT. THERE'S A CABINET FULL OF **PAINKILLERS** THERE, WHICH YOU'LL NEED FOR THE UPCOMING FIGHT.

THIS WILL BE A FIREFIGHT. BE CAREFUL OF ANYONE THAT'S BEHIND YOU. DO YOUR BEST TO HIT YOUR ENEMIES WITH A FULL-ON SHOT TO THE HEAD OR CHEST (THIS WILL INCREASE YOUR CHANCES OF TAKING THEM DOWN WITH ONE HIT).

BULLET TIME

FOUR GUYS COME STRAIGHT AT YOU, AND ONE TOSSES A GRENADE. STAY IN THE SHOP/ENCLOSURE UNTIL THE GRENADE GOES OFF, THEN RUN OUT AND KICK SOME BUTT IN BULLET TIME.



PAIN KILLER

WHEN THE BATTLE'S OVER GET THE **PAINKILLERS** AND THEN HEAD UP THE STAIRS AND OUT OF THE STATION. YOU'RE DONE!

NYPD

CHAPTER THREE: PLAYING IT BOGART

With Alex gone, Lupino was hoping that the cops would pin Alex's murder on Max Payne, and that's exactly what happened. Unfortunately for Lupino, Max Payne was not about to give up. He went to the Hotel to find Lupino, but instead all he found were the Finito Brothers, a pair of hoodlums who like rhetorical questions and gunfire.

WAS A BAD OLD THING
ITH FLICKERING LAMPS AND
ADED COLORS. CHEAP
OSTER PUNKS AND TIRED
ED PROSTITUTES.
HOTEL
IT BOGART, LIKE I'D DONE A HUNDRED TIMES BEFORE.
BROTHERS.
AH' GENTLEMEN IT'S THE PAIN IN THE BUTT.
PAIN TO THE MAX
YOU'RE KILLING ME. DID YOU MAKE THAT UP YOURSELVES OR DID YOU

YOU'LL HAVE AN ENTERTAINING CONVERSATION WITH THE FINITO BROTHERS ABOUT MR. LUPINO'S WHEREABOUTS. AT THE END OF THE CONVERSATION THEY'LL FLIP OVER THE TABLES AND THE FIGHT WILL BEGIN!

BULLET TIME

USE A SHOTGUN TO MAKE SHORT WORK OF THE FINITO BROTHERS. A COUPLE BACK TO BACK BULLET TIME JUMPS WITH WELL-PLACED SHOTS SHOULD TAKE CARE OF THEM. ALWAYS KEEP MOVING BECAUSE IF YOU STOP TO LINE UP ONE OF THE BROTHERS, THE OTHER ONE WILL POP YOU IN YOUR EAR.

AFTER THE BROTHERS ARE REUNITED IN THE AFTERLIFE, YOU'LL HAVE ONLY A FEW SECONDS BEFORE THREE MORE THUGS BREAK INTO THE ROOM. DON'T BOTHER SEARCHING ANYTHING YET, JUST WAIT FOR THESE GUYS TO BREAK THROUGH THE DOOR AND THEN GREET THEM WITH YOUR SHOTGUN.

PAIN KILLER

PICK UP THE **PAINKILLERS** AND THE WEAPONS, THEN READ THE LETTER.

The letter shows that Vinnie Gognitti, Lupino's right-hand man, was getting ready to pull off a deal for Valkyr right there in the hotel. For you this means that there'll be plenty of opposition as you move Max through the hotel. Buff yourself up now and get ready for some hot and heavy action straight ahead!

PAIN KILLER

MOVE DOWN THE STAIRS AND MAKE A STOP IN THE BATHROOM ON THE LEFT. THERE'S A PAIR OF **PAINKILLER** BOTTLES IN THE CABINET.

...IN HIS PRESS CONFERENCE TODAY, THE MAYOR STATED THAT VALKYR REPRESENTS A CLEAR DANGER TO NEW YORK, AND CALLED FOR DRASTIC ACTIONS TO ELIMINATE THE PROBLEM.
ON TODAY'S TOP STORY, THE VALKYR CRISIS DEEPENS WITH THE MURDER OF DEA SPECIAL AGENT ALEX BALDER. SPECIAL AGENT BALDER HAD BEEN SHOT REPEATEDLY FROM A POINT-BLANK RANGE.
THE NOOSE IS SURE TO TIGHTEN AROUND THE FUGITIVE CRIMINAL, AS MORE NYPD UNITS JOIN THE SEARCH TO APPREHEND HIM.

YOU CAN LISTEN TO THE RADIO AND LEARN ABOUT THE VALKYR CRISIS, AND THE FACT THAT YOU, MAX PAYNE, HAVE OFFICIALLY BEEN ACCUSED OF KILLING YOUR PARTNER ALEX.

THE PATH TO THE REST OF THE HOTEL LIES THROUGH THIS WINDOW. WALK RIGHT THROUGH THE MIDDLE OF IT TO GET OUTSIDE.

NOTE

You can shoot the window out first before you walk through it, but ultimately it's just a waste of ammunition.

WALK OUTSIDE AND GET TO THE NEXT DOOR. LISTEN FOR THE ENEMIES TALKING AS YOU APPROACH. QUICKLY MOVE TO THE DOOR (IT WILL OPEN) AND THEN SHOOT THE TOP OFF ONE OF THE PRESSURIZED BOTTLES INSIDE, CAUSING AN EXPLOSION THAT DOES THE JOB FOR YOU.

MOVE DOWN THE STAIRS AND TAKE OUT THIS BIG DUDE BEFORE HE CAN GET TO THE CABINET AND GRAB HIS SHOTGUN.

FIND THE GUARD WATCHING THE VERY FASCINATING SHOW ABOUT LORDS AND LADIES (THIS IS HILARIOUS, TAKE THE TIME TO LISTEN TO IT). YOU'LL HAVE TO TAKE OUT TWO MORE GUARDS FIRST, HOWEVER, WHO RUN AT YOU FROM DOWN THE HALLWAY.

TIP

Which weapon you choose is up to you and your individual style. However, in these close quarters weapons with lots of stopping power, like the Shotgun or Desert Eagle, are preferable. Both weapons can put a man down with one well-placed shot to the chest.

PAIN KILLER

THERE ARE **PAINKILLERS** IN THE BATHROOM ON THE RIGHT. HEAD THROUGH THE EXIT WHERE YOU FACE TWO GUYS WITH SHOTGUNS. BE READY FOR THEM, BECAUSE ONE OF THEM IS STANDING RIGHT ON THE OTHER SIDE OF THE DOORS.

IN THE NEXT HALLWAY THERE ARE FOUR MORE GOONS TO TAKE OUT. TWO OF THEM WILL INITIALLY BE DISTRACTED BY A SODA POP MACHINE, BUT THE OTHER TWO QUICKLY RUN UP FROM YOUR BLINDSIDE.

PAIN KILLER

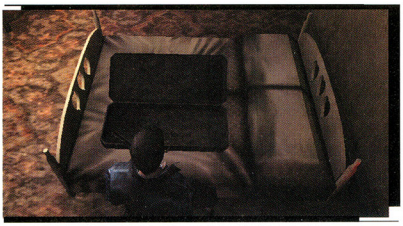
PICK UP THE GOODIES THAT ARE LAYING AROUND (INCLUDING THE **PAINKILLERS** IN THE CABINET), AND THEN TUNE INTO THE TELEVISION WHERE YOU LEARN THAT YOU'RE EVEN MORE WANTED THAN BEFORE!

NOTE

Should you take out the V-head junkies that are sitting around some of the areas? While you don's have to, as a general rule it's a good idea to take them out as you come across them because you can never be sure when one will pull a gun and get you from behind.

THROUGH THE NEXT DOOR ARE FOUR DUDES WITH BIG GUNS AND BAD ATTITUDES. STAND IN THE DOORWAY AND TAKE THEM OUT WITH A FEW GOOD BLASTS FROM YOUR SHOTGUN.

WHEN YOU REACH RICO MUERTE'S ROOM, OPEN THE DOOR AND THEN STEP BACK BECAUSE THERE'S A BOOBY-TRAPPED SHOTGUN THAT SHOOTS WHOEVER OPENS THE DOOR.



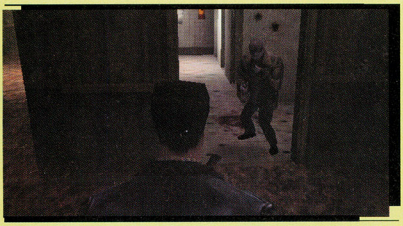
PAIN KILLER

NEW WEAPON SAWED-OFF SHOTGUN

PICK UP THE **PAINKILLERS** ON THE TABLE AND THE **SAWED-OFF SHOTGUN** OFF THE BED, THEN READ THE LETTER ON THE DESK.

PG. 10

XBOX ONLY



MOVE DOWN TO THE BATHROOM AND SHOOT THE JUNKIE, THEN EXPECT THIS GUY WITH A SHOTGUN TO COME OUT OF ONE OF THE STALLS!

NOTE

PAIN KILLER

*There's a bottle of **Painkillers** in the bathroom, you'll probably need them.*

YOU CAN SHOOT THROUGH THIS DOOR, THEN MOVE THROUGH THE ROOM AND OUT THE WINDOW.

PAIN KILLER

NEW WEAPON MOLOTOV COCKTAIL

ONCE ON THE LEDGE, MOVE DOWN TO THE NEXT ROOM, SHOOT OUT THE BOARDED UP WINDOW, AND GO INSIDE TO PICK UP THE WEAPONS AND **PAINKILLERS**. YOU'LL GET A NEW WEAPON, THE **MOLOTOV COCKTAIL!**

PG. 12

RETRACE YOUR STEPS BACK ALONG THE LEDGE AND INSIDE THE HOTEL. GO BACK TO THE LARGE ROOM WITH THE CIRCULAR COLUMN IN THE MIDDLE, AND GET YOUR GUNS READY FOR A FEW BOYS THAT'LL COME BURSTING THROUGH THIS DOOR.

THROUGH THE DOOR IS A BOILER THAT LOOKS PRECARIOUSLY PERCHED. SHOOT IT AND IT'LL EXPLODE AND OPEN UP A PATH TO THE FLOOR BELOW.

THE CABINET IN THE HOOKER'S ROOM IS REALLY A DOORWAY INTO AN AREA WHERE SHE FILMED HER CLIENTS. MOVE THROUGH THIS ROOM (PICKING UP THE AMMUNITION ALONG THE WAY) AND INTO THE HALLWAY BEYOND.

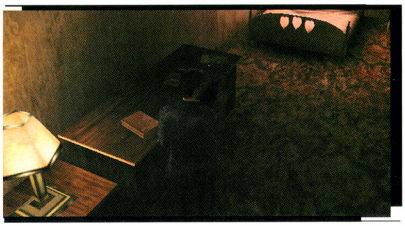
WORK YOUR WAY THROUGH THE BAD GUYS THAT WILL COME AT YOU AS SOON AS YOU JUMP DOWN, THEN HEAD INTO ROOM 216.

BULLET TIME

PROCEED DOWN THE HALLWAY UNTIL YOU MEET UP WITH THESE THREE GUYS THAT ARE GUARDING THE ELEVATOR. USE A NIFTY BULLET TIME MOVE TO TAKE THEM OUT, THEN GET IN THE ELEVATOR, THIS LEVEL IS FINITO!

TIP

Another great way to take out the three guys that are guarding the Elevator is to toss one of your newly acquired Molotov Cocktails their way!



READ THE DIARY ON THE DESK OF THE HOOKER'S ROOM.

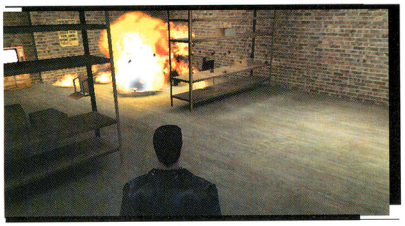
CHAPTER 4

NYPD

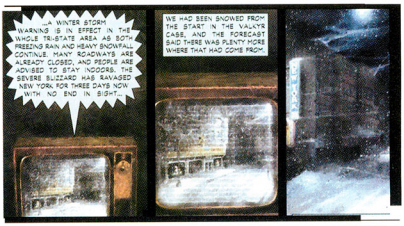
CHAPTER FOUR: THE BLOOD VEINS OF NEW YORK

You now ride the service elevator to the bowels of Jack Lupino's Hotel. Your job now is to continue to try to get your butt out of the Hotel alive!

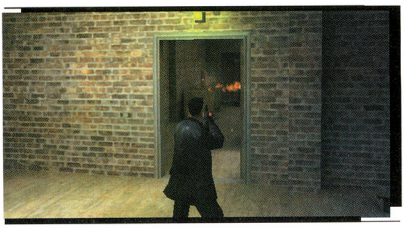
AT THE BOTTOM OF THE ELEVATOR RIDE ARE SOME LAUNDRY MACHINES. THERE ARE THREE GUARDS SITTING IN AN AREA AROUND THE CORNER TO THE LEFT.



YOU'RE SPOTTED QUICKLY, SO USE A MOLOTOV COCKTAIL OR YOUR DUAL BERETTAS TO TAKE THEM OUT QUICKLY. THE MOLOTOV COCKTAIL IS BY FAR THE MOST SPECTACULAR OF THE CHOICES.


A WINTER STORM WARNING IS IN EFFECT IN THE WHOLE TRI-STATE AREA AS BOTH FREEZING RAIN AND HEAVY SNOFALL CONTINUE. MANY ROADWAYS ARE ALREADY CLOSED, AND PEOPLE ARE ADVISED TO STAY INDOORS. THE SEVERE BLIZZARD HAS RAVAGED NEW YORK FOR THREE DAYS NOW WITH NO END IN SIGHT.
WE HAD BEEN SNOWED FROM THE START IN THE VALKYR CASE, AND THE FORECAST SAID THERE WAS PLENTY MORE WHERE THAT HAD COME FROM.

CHECK OUT WHAT'S ON TV FOR AN UPDATE ON THE WINTER STORM WARNING. THERE'S SOME **PAINKILLERS** ON THE SHELF NEARBY.

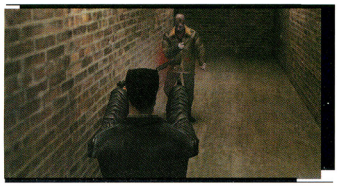


USE THE TANKS OF PRESSURIZED GAS TO TAKE OUT THE ENEMIES IN THIS ROOM. SHOOT THE TOP OF THE TANK FROM THIS POSITION TO START THE EXPLOSION.

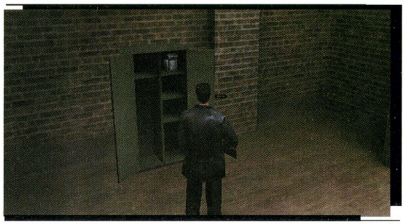
TIP

The smaller boxes in this room sometimes contain ammunition, however to open them and save ammunition use your Lead Pipe to smash them open. The boxes on the shelves also sometimes contain ammunition or other goodies, so feel free to smash them open as well.

BULLET TIME



AS SOON AS YOU TURN THE CORNER YOU'RE FACED WITH A BAD GUY BRANDISHING A SHOTGUN. IF THIS GUY GETS A SHOT OFF HE OFTEN HITS YOU IN THE HEAD AND END YOUR GAME. USE SOME BULLET TIME TO DO A SIDE-WAYS JUMP TO TAKE HIM OUT.

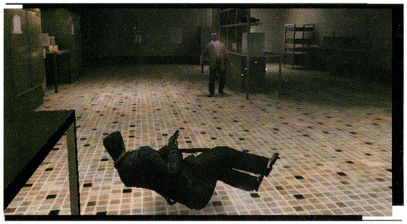


NEW WEAPON
BASEBALL BAT
PG. 8

CHECK OUT THE COMIC STRIP. THIS IS SOME DRAMATIC FORESHADOWING BECAUSE YOU END UP ON THE END OF THAT BAT IN THE NOT TOO DISTANT FUTURE. FOR NOW, PICK UP THE **BASEBALL BAT** AND THEN CHECK OUT THE LOCKER FOR SOME AMMUNITION.

NOTE

You won't really have a use for the Baseball Bat, but you might as well pick it up and keep it in your inventory for now. Later on, it will be your main weapon for a while, so it won't hurt if you take some time to get used to it.



MOVE INTO THE KITCHEN AND TAKE DOWN THE THREE GRUFFS THAT ARE GUARDING IT. A SHOTGUN IS AS GOOD A WEAPON AS ANY TO DEAL WITH THESE PUNKS.

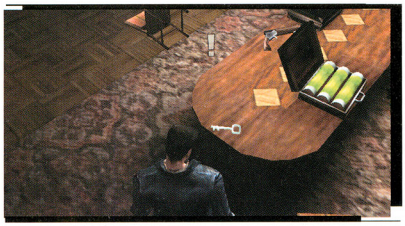
MOVE THROUGH THE KITCHEN, UP THE STAIRS AND INTO THIS AREA. THE DOORS ON YOUR LEFT ARE THE DOORS YOU'RE GOING TO BE OPENING SOON. THERE'S A HEAP OF TROUBLE ON THE OTHER SIDE, SO GET YOUR FAVORITE WEAPON READY.

TIP

There's some Beretta ammunition in the cabinet to the left of the doors to the gangster's room.

PUT A MOLOTOV COCKTAIL IN THE ENTRANCE OF THE ROOM RIGHT AWAY AS IT WILL TAKE OUT SOME ENEMIES AND KEEP THE OTHERS FROM IMMEDIATELY RUNNING OUT. SWITCH TO DUAL BERETTAS BECAUSE YOU WILL NEED TO FIRE A LOT OF ROUNDS IN A SHORT TIME.

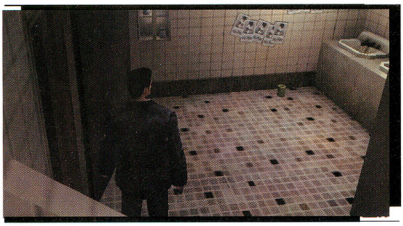
OF COURSE, YOU CAN ALWAYS JUST USE MOLOTOV COCKTAILS EXCLUSIVELY TO FINISH THE JOB! BARBEQUE ANYONE?



PAIN KILLER

NEW WEAPON
INGRAM
PG. 11

PICK UP THE KEY ON THE DESK, THEN CHECK OUT THE CABINETS ON THE WALLS FOR SOME GOODIES. YOU'LL PICK UP A NEW WEAPON IN THIS AREA, THE **INGRAM**. THIS IS A MACHINE GUN THAT HAS AN EXTREMELY HIGH RATE OF FIRE; PUT IT IN YOUR INVENTORY.



PAIN KILLER

IN THE BATHROOM ARE SOME PAINKILLERS. STOCK UP BEFORE YOU USE THE BAR KEY TO GET INTO THE BAR FIGHT.

Inside the bar you find Rico Muerte, a man that's busy with a lady friend behind the bar. Fortunately for you you're catching Mr. Muerte with his pants down, and he's not exactly ready for you. Still, Rico quickly pulls out a gun and his thugs start firing on you in no time. It's best not to enter the bar right off the bat, but rather let the enemy come to you.

LET THE ENEMY COME TO YOU AFTER YOU OPEN THE BAR DOOR. DUAL BERETTAS WILL GIVE YOU THE FIREPOWER THAT YOU'LL NEED TO TAKE DOWN MULTIPLE ENEMIES.

THERE'S ONE ENEMY THAT WON'T FOLLOW YOU OUT, IT'S THE HOOKER BEHIND THE BAR. SHE'LL FIRE ON YOU RELENTLESSLY, SO BREAK OUT THE INGRAM TO TEACH HER A LESSON.

BULLET TIME

THROUGH THE BACK DOOR YOU'LL FIND RICO MUERTE WITH HIS PANTS DOWN. IF YOU HAVE AMMUNITION LEFT, USE THE INGRAM IN BULLET TIME TO TAKE RICO DOWN.

ONCE RICO'S DEAD, MOVE DOWN THE HALL BE PREPARED TO HAVE TWO TOUGH GUYS COME AFTER YOU. BACK UP DOWN THE HALL AND LET THEM COME TO YOU.

DANGER

When fighting Rico Muerte and the two dudes that you meet after his death, it's best to get back down the hallway and around the corner where they can't hit you. These three guys are experts at shooting you in the head, and if you linger too long in front of them you'll surely get badly injured or end up dead.

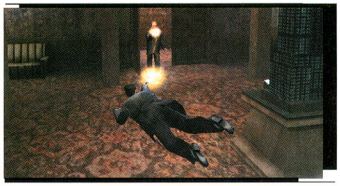
AT THE END OF THE HALL ENTER THE SWITCHBOARD ROOM AND PICK UP THE PAINKILLERS THERE, THEN CHECK OUT THE ANTIQUE SWITCHBOARD. YOU OVERHEAR THAT THE CRIME SYNDICATE IS AWARE THAT YOU, MAX PAYNE, ARE A VIRUS IN THEIR BLOOD.

MOVE UP THE STAIRS, INTO THE CLUB, PAST THE BATHROOM AND THEN TAKE OUT THE TWO GUYS THAT ARE IN THE BACK ROOM.

YOU NEED TO HEAD OUTSIDE AND SHOOT THIS WINDOW OPEN AND JUMP DOWN.

BULLET TIME

This is a particularly heavy duty fight you're about to enter into. You will absolutely need to use Bullet Time in this fight because the enemies come at you from two sides, the north and west entrance, making it difficult to stand and fight in real time. Use Bullet Time and your Ingram to take out at least three of the enemies, then you can finish off the rest with whatever weapon you choose.



THIS IS A HAIRY FIGHT, BUT USING BULLET TIME WILL MAKE IT MANAGEABLE. USE THE BOXES IN THE CENTER OF THE ROOM AS COVER IF YOU NEED IT.

AFTER THE BATTLE'S OVER YOU NEED ONLY HIT THIS EXIT BUTTON AND THEN RUN TO THE FRONT DOOR (IT'S A BUZZER THAT LETS YOU OUT, BUT YOU ONLY HAVE A FEW SECONDS TO GET TO THE FRONT DOOR BEFORE YOU'LL HAVE TO COME BACK AND HIT THE EXIT BUTTON AGAIN).

NYPD

CHAPTER FIVE: LET THE GUN DO THE TALKING

Lupino's tenement buildings are the next seedy hangout that you work your way through. There's a Liquor Store, a Pawn Shop, and a Laundromat full of mobsters that you should greet with your weapons. Before you get started in this level you'll see some in-fighting between the Russians and the Lupino gang, but that doesn't concern you for now. Your goal is to get up to Lupino's suite on the top floor, but there are bombs ticking inside the building to go along with the plethora of mobsters you'll have to pass.

BULLET TIME

FIRST YOU NEED TO GO INTO THE PAWNBROKER SHOP. THERE ARE TWO GUYS IN THERE, BUT YOU CAN TAKE THEM OUT WITH A BULLET TIME JUMP.

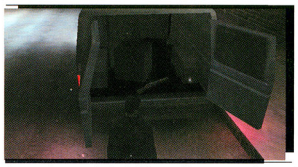
NEW WEAPON INGRAM

PG. 11

THERE'S ANOTHER **INGRAM** IN ONE OF THE DISPLAY CASES, PICKING IT UP WILL GIVE YOU DUAL INGRAMS.

MOVE DOWN THE STREET AND PAST THE LIQUOR STORE, BUT BE SURE TO STOP AND READ THE PAPERS TO SEE WHAT'S BEING SAID ABOUT YOU.

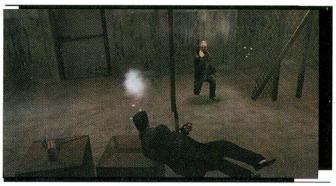
TIP



There's a Shotgun in the back of this van if you want to pick it up before you enter the tenement building.

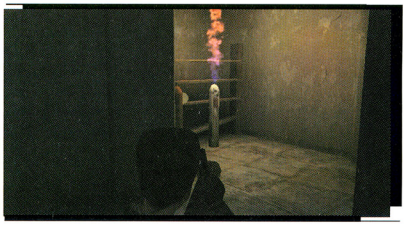
IF YOU HAVE A MOLOTOV COCKTAIL, TOSS IT INSIDE THE BASEMENT ENTRANCE TO CLEAR OUT A FEW BAD GUYS. HOWEVER, IF YOU DON'T HAVE ANY LEFT, WHIP OUT YOUR PUMP-ACTION SHOTGUN AND TAKE OUT THE ENEMIES FROM THE DOOR.

BULLET TIME



SHOOTDODGE TO TAKE OUT THIS GUY, THEN IMMEDIATELY TURN AROUND BECAUSE THERE'S ANOTHER ENEMY BEHIND YOU.

THE ROOM ACROSS THE HALL HAS A PAIR OF JUNKIES IN IT. TAKE THEM OUT.



MOVE DOWN THE HALLWAY UNTIL YOU GET TO THESE TANKS. SHOOT THE TOP OFF THE TANKS TO BLOW OPEN THE DOOR AT THE OTHER END OF THE HALLWAY. BE SURE TO STAND BACK AFTER YOU'VE STARTED THE PROCESS.

DANGER

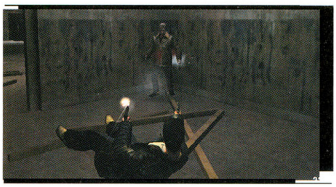
When you shoot the lid off a bottle of pressurized gas, don't hang around to watch. Take at least a few steps back to protect yourself from the ensuing explosion.

ONCE THE DOOR'S OPEN YOU FACE A DUDE WITH A SHOTGUN COMING RIGHT AT YOU. TAKE HIM OUT AND THEN GET READY TO BE ROCKED BY AN EXPLOSION FROM THE POWER ROOM BEHIND YOU.

PAIN KILLER

GRAB THE **PAINKILLERS** AND SHOOT THE JUNKIES. IF YOU DON'T SHOOT THEM, THEY'LL END UP SHOOTING YOU LATER.

BULLET TIME



DO A SIDE-JUMP TO TAKE OUT THIS GUY, THEN IMMEDIATELY TURN AROUND BECAUSE THERE'S ANOTHER ENEMY BEHIND YOU.

BE VERY CAREFUL HEADING UP THE STAIRS; THERE'S ONE DUDE WITH AN INGRAM JUST WAITING FOR YOU TO TURN THE CORNER.

PICK UP THE PHONE THAT'S RINGING. YOU HAVE A CALL FROM ALFRED WODEN, WHO MYSTERIOUSLY TELLS YOU THAT HE WILL CONTACT YOU AGAIN.

As soon as you hang up the phone you hear from Deputy Chief Jim Bravura, who will inform you that you are surrounded and should give up. The Swat Team will start coming after you very shortly, so you need to watch out for both the cops and the sleezebags.

TAKE OUT THE TWO GUYS THAT COME AFTER YOU WHEN THE PHONE CALL IS OVER, THEN MOVE TO THIS ROOM WHERE YOU MUST BLOW THE LOCK OFF THIS DOOR.

PAIN KILLER

INSIDE THE ROOM THERE'S PLENTY OF AMMUNITION, WEAPONS, AND **PAINKILLERS**. THERE'S ALSO A KEY ON THE SHELF THAT YOU MUST PICK UP. THERE'S A LETTER ON THE TABLE THAT YOU SHOULD ALSO READ, BUT BEWARE THAT THE SWAT TEAM WILL ENTER ON THE OTHER SIDE OF THE WIRE MESH AS SOON AS YOU'RE FINISHED WITH THE LETTER.

NOTE

Move out and up the staircase. There's several goons here that you must take out. Use your Shotgun to blast them at close range, but be careful as you round this corner because one of the enemies will throw a Grenade at you! When you hear the clink of the Grenade, turn around and run back!

AS YOU CLIMB THE STAIRS YOU FACE A COUPLE MORE ENEMIES. AT THE TOP OF THE STAIRCASE AN EXPLOSION, THAT BLOCKS ANY FURTHER PROGRESS UP THE STAIRS, GOES OFF.

NEW WEAPON
GRENADES
PG. 12

WHEN YOU GET TO THE WASHROOMS YOU MUST TAKE DOWN TWO THUGS. THEY DROP SOME **GRENADES**, SO BE SURE TO PICK THEM UP.

YOU MUST MAKE A RUNNING JUMP OVER THIS GAP. IF YOU FALL, IT WILL BE ENOUGH TO KILL YOU, SO TIME YOUR JUMP UP CAREFULLY.

PAIN KILLER

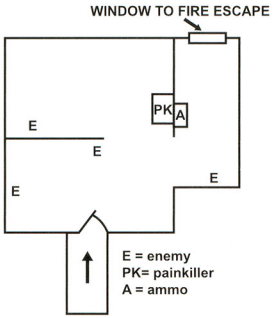
IN THE WOMEN'S WASHROOM THERE ARE SOME **PAINKILLERS**.

NOTE

The floor explodes behind you as you move off the balcony, leaving you only one way to continue.

THIS NEXT ROOM IS VERY DIFFICULT. THERE ARE FOUR ENEMIES INSIDE, ALL WITH HIGH POWERED WEAPONS, AND ALL WITH A PENCHANT FOR PLANTING BULLETS IN YOU.

MAP 1



YOU CAN PROBABLY TAKE OUT THE FIRST ENEMY FROM THE DOOR, BUT THE BEST THING TO DO NEXT IS MOVE DIRECTLY INSIDE THE ROOM AND TO THE RIGHT, THEN TURN TO YOUR LEFT AND TAKE OUT THE GUY WITH THE SHOTGUN WHO'S CROUCHING ON THE LEFT SIDE OF THE ROOM.

BULLET TIME

NEXT YOU CAN DO A SIDE-JUMP IN BULLET TIME TO GET THE GUY IN THE KITCHEN.

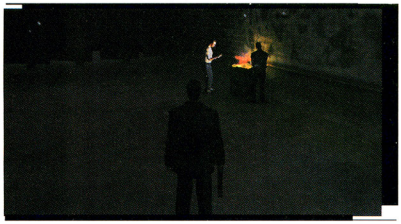
FINALLY, THERE'S ONE MORE ENEMY LURKING IN THE BEDROOM. DON'T FORGET TO CHECK OUT THE CABINETS, THERE'S SOME **PAINKILLERS** IN THE BEDROOM.

GO THROUGH THIS WINDOW AND OUT ONTO THE FIRE ESCAPE TO END THIS LEVEL!

NYPD

CHAPTER SIX: FEAR THAT GIVES MEN WINGS

All of the conventional paths to the top floor of the building have been blocked and all the stairs have been destroyed by bombs. The only way to get there now is through a series of pipes and walkways between the buildings. You'll have to start out by going down the fire escape and entering another one of Lupino's Tenement buildings to attempt to get up to his office via another route.



TAKE OUT THE TWO JUNKIES BY THE FIRE (IF YOU DON'T, THEY'LL COME AFTER YOU LATER), THEN GO IN THROUGH THIS DOOR (THE ONLY DOOR YOU CAN ENTER).

YOU CAN TRY TO GET INTO THE LAUNDRY AREA, BUT BECAUSE YOU DON'T KNOW THE PASSWORD THEY WON'T LET YOU IN; YOU MUST FIND ANOTHER WAY. HEAD OUTSIDE THROUGH THE DOORWAY BEHIND YOU.

INSIDE THIS NEXT TENEMENT BUILDING YOU IMMEDIATELY FIND A ROOM WITH SOME AMMUNITION. STOCK UP, THEN KEEP ON MOVING.

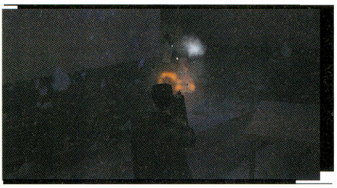
IT MAY SEEM INCREDIBLY CRUEL, BUT TAKE THESE JUNKIES OUT WITH A MOLOTOV. IF YOU DON'T, THEY MAY END UP SHOOTING YOU IN THE BACK.

TIP

Take out any junkies you run into, because if you don' t they often come back to haunt you later.

BULLET TIME

AS SOON AS YOU TURN THE CORNER TO GO UP THE STAIRS, THREE WELL-ARMED THUGS BEAR DOWN ON YOU. THIS IS AN EXCELLENT OPPORTUNITY TO USE BULLET TIME TO GET THE JUMP ON THEM. IF YOU HADN'T TAKEN THE JUNKIES BEHIND YOU OUT, THEY'VE BE FIRING AT YOU FROM BEHIND!



THE SAME THING APPLIES AROUND THE NEXT TURN. THERE'S TWO ENEMIES AND TWO JUNKIES THERE, AND THEY ALL OPEN FIRE ON YOU IF YOU RUN INTO THE MIDDLE OF THEM. STAND BACK AND TAKE THEM OUT AS THEY ROUND THE CORNER.

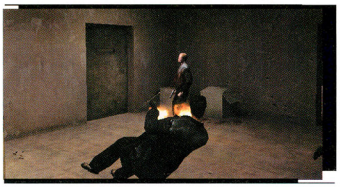
AT THE TOP OF THE STAIRS GO THROUGH THE DOOR AND MEET THIS GUY, WHO WILL TALK TO THE LAUNDRY GUARD AND GAIN ADMITTANCE FOR YOU.

PAIN KILLER

GO TO THE CABINET IN THE NEXT ROOM AND GET THE **PAINKILLERS** AND AMMUNITION, THEN LEAD YOUR NEW FRIEND BACK DOWN TO THE LAUNDRY DOOR THAT YOU COULDN'T ACCESS PREVIOUSLY.

YOUR BUDDY ALERTS THE DUDES IN THE LAUNDRY ROOM THAT YOU'RE AN ENEMY AND THE BULLETS START FLYING IMMEDIATELY. USE YOUR SHOTGUN TO PUMP SOME LEAD INTO YOUR ENEMIES.

BULLET TIME



KEEP MOVING THROUGH THE LAUNDRY AREA, USING BULLET TIME JUMPS OFTEN TO MAKE YOUR LIFE EASIER.

HOP INTO THIS ELEVATOR AND TAKE IT FOR A RIDE UP!

WHEN YOU ENTER THIS ROOM YOU HEAR SOME WHISTLING. WHEN YOU HEAR WHISTLING AND A BATHROOM IS NEARBY, YOU KNOW WHERE YOU ENEMY IS. WAIT UNTIL HE COMES OUT OF THE BATHROOM AND THEN ELIMINATE HIM WITH YOUR BEST WEAPON.

CHECK OUT THE TV WHILE YOU'RE HERE. YOU LEARN THAT YOU (MAX PAYNE) ARE WAGING A ONE-MAN WAR. YOU GET CONFIRMATION THAT THE FINITO BROTHERS AND RICO MUERTE ARE BOTH DEAD.

JUMP THROUGH THE WINDOW AND OUT ONTO THE ROOF. USE THE PIPES TO MOVE FROM BUILDING TO BUILDING.

NOTE

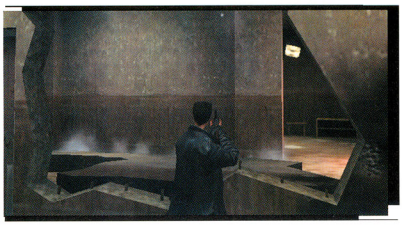
Always be aware that the areas in this game are very much three dimensional. That is to say that often there are enemies above you that will open fire on you. Indeed, there are even instances where the enemy is below you! Suffice to say, you must always be on the lookout for enemies that are hiding on another level.

AS YOU APPROACH THIS BALCONY, A BOMB WILL GO OFF THAT PREVENTS YOU FROM GOING UP THE STAIRS. THERE ARE TWO GUARDS ON THE BALCONY ABOVE YOU THAT YOU NEED TO TAKE OUT BEFORE YOU MOVE ON.

BULLET TIME

IN THE FIRST ROOM YOU COME TO ARE THREE ENEMIES. JUMP IN THROUGH THE WINDOW AND ATTACK AGGRESSIVELY, USING BULLET TIME IF YOU HAVE TO.

KEEP MOVING BY JUMPING OUT THE NEXT WINDOW AND FOLLOWING THE PIPE ACROSS TO THIS AREA.



WHEN YOU COME TO TWO GUARDS STARING AT THE WALL, SHOOT THEM AND IT SETS OFF A BOMB. THE RESULT IS THAT YOU CAN SHOOT THE WALL ONE MORE TIME AND A HUGE CHUNK OF IT FALLS INTO THE NEXT ROOM, OPENING UP A PATH FOR YOU.

TIP

Instead of shooting the guards, walk past them and try the door. The result is the same as if you would have shot the wall.

THESE TWO GUYS MOVE DOWN THE MAKESHIFT RAMP AND TRY TO END YOUR LIFE. DO UNTO OTHERS BEFORE THEY DO UNTO YOU AND THEN CLIMB UP THE RAMP TO THE LEVEL ABOVE.

TAKE OUT THE LAST GUY ON THE BALCONY AND THEN BREAK INTO GOGNITTI'S OFFICE. YOU END UP SHOOTING GOGNITTI AND HE ORDER HIS PUNKS TO KILL YOU WHILE HE MAKES A RUN FOR IT.

CONTINUE TO FOLLOW GOGNITTI (IF YOU LOSE HIM, FOLLOW THE TRAIL OF BLOOD). ULTIMATELY YOU'LL HAVE TO JUMP ON A MOVING TRAIN. NO ONE SAID THIS WOULD BE EASY!

CHECK OUT THE LETTER ON THE DESK. YOU LEARN THAT GOGNITTI WAS LIVING IN FEAR OF HIS BOSS, LUPINO, WHO WAS CLEARLY MENTALLY UNBALANCED.

BULLET TIME

WHEN THE STORY IS ADVANCED, YOU'RE CAUGHT IN A ROOM WITH THREE THUGS ALL ACTIVELY FIRING ON YOU. THIS IS THE TIME TO USE BULLET TIME AND JUMP BACKWARDS WHILE YOU PUMP ALL OF THESE JERKS FULL OF LEAD!

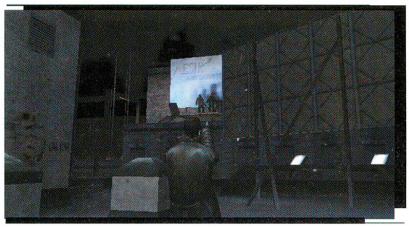
CHAPTER SEVEN: POLICE BRUTALITY

You're chasing Gognitti, and you're on your second train ride of the night, this time you're on top of the train. Now on the rooftops, your goal is to catch Vinne Gognitti and take him out.

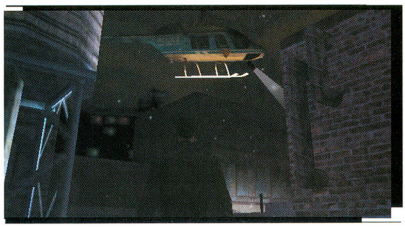
JUMP DOWN ONTO THESE PIPES TO GET ACROSS TO THE ROOFTOPS ON THE OTHER SIDE OF THE STREET.

TAKE OUT THE TWO THUGS THAT COME AT YOU ON THE OTHER SIDE. BE WARNED, HOWEVER, THESE TWO GUYS ARE TOUGH AND THEY AIM FOR YOUR HEARD.

YOU MUST MAKE A RUNNING JUMP TO GET ACROSS TO THE NEXT BUILDING.



AS SOON AS YOU LAND, YOU BEGIN TAKING FIRE FROM TWO GUYS ON THE BILLBOARD ACROSS THE CHASM. THE DESERT EAGLE IS A GOOD WEAPON TO TAKE THESE GUYS DOWN.



MOVE PAST THE HELICOPTER (YOU CAN IGNORE IT, OR FIRE AT IT UNTIL IF FLIES AWAY) AND MOVE INTO THE ROOM BEYOND.

AS YOU LOOK DOWN THE STAIRS, A BUNCH OF ENEMIES START TO WORK THEIR WAY UP TOWARD YOU. TOSSING A MOLOTOV DOWN THE FIRST FLIGHT OF STAIRS GIVES YOU A RUNNING START.

BULLET TIME

USE SOME BULLET TIME TO DEAL WITH THE THREE GUYS AT THE BOTTOM OF THE STAIRS. BE SURE TO PICK UP THE **PAINKILLERS** BEFORE YOU VACATE THE STAIRCASE AREA.

CONTINUES

CONTINUED BULLET TIME

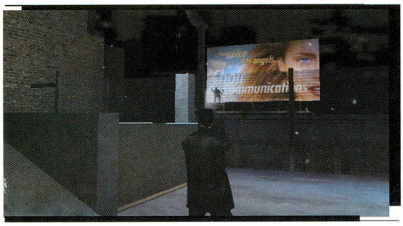
THIS COURTYARD AREA IS DIFFICULT BECAUSE THERE'S ONE ENEMY WITH A PAIR OF INGRAMS WHO OPEN UP ON YOU IMMEDIATELY. USE BULLET TIME TO CLEAR THIS AREA OUT.

AFTER SEEING GOGNITTI GOING UP AN ELEVATOR, FOLLOW HIM.

TAKE OUT THE ENEMY THAT JUMPS YOU AS SOON AS YOU GET NEAR THE ELEVATOR PLATFORM, THEN GET THE AMMUNITION THAT'S INSIDE THE OPEN TRUCK TO THE LEFT.

MOVE TO THE ELEVATOR AND RIDE IT UP.

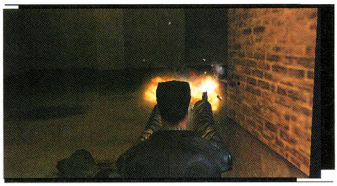
THERE'S ONE ENEMY THAT YOU'LL SEE AS YOU RIDE THE ELEVATOR UP. USE YOUR DESERT EAGLE TO TAKE HIM OUT AS YOU PASS BY.



WHEN YOU GET TO THE TOP THERE IS AN ENEMY OPENING FIRE ON YOU FROM A DISTANCE. TAKE HIM OUT WITH THE DESERT EAGLE.

WHEN YOU MOVE UP THROUGH THIS DOORWAY YOU SHOULD GET YOUR DUAL INGRAMS READIED BECAUSE YOU'LL HAVE A HECK OF A TIME WITH THE RUFFIANS JUST AROUND THE CORNER.

BULLET TIME



USE A RUNNING BULLET TIME JUMP TO TAKE OUT THESE TWO GUYS WITH YOUR INGRAMS.

A GRENADE WILL BE TOSSED IN, SO BE READY TO MAKE TRACKS BACK TO THE PREVIOUS AREA TO AVOID SPLASH DAMAGE.

AFTER YOU CLEAR THE AREA, GET MOVING ALONG THIS PATH IN FRONT OF THE BILLBOARD.

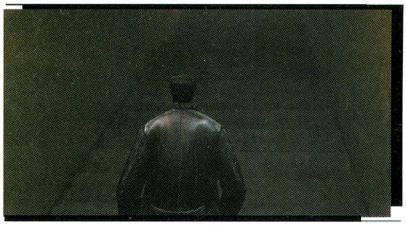
PAIN KILLER

THERE ARE SOME **PAINKILLERS** JUST BEHIND THIS GUY. TAKE HIM OUT WITH A COUPLE WELL-PLACED DESERT EAGLE SLUGS AND THEN PICK UP THE GOODIES.

WHEN YOU GET TO THIS SKYLIGHT, THERE ARE TWO ENEMIES BELOW YOU. USE WHATEVER WEAPON YOU WANT TO TAKE THE TWO THUGS OUT FROM ABOVE, AND THEN DROP DOWN.

TIP

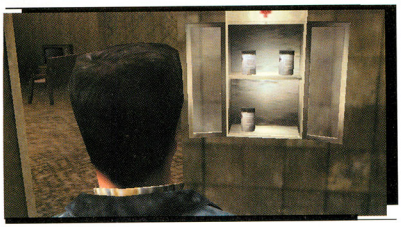
You can also shoot the tanks from the skylight above. The resulting explosion will take out at least one of the enemies.



CLIMB THE STAIRS, BUT KEEP AND EYE OUT FOR FLYING GRENADES. AT THE TOP OF THE STAIRS THERE IS ONE ENEMY TO TAKE OUT.

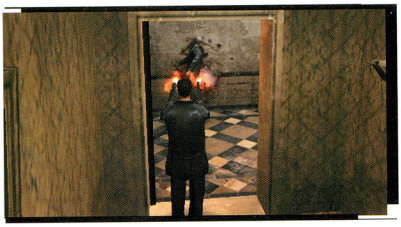
GO THROUGH THE DOOR AND THEN HOP DOWN ON THIS FIRE ESCAPE TO THE ROOM ONE FLOOR DOWN.

CHECK OUT THE CORPSE IN THE KITCHEN AND THEN SEE WHAT'S ON TV. THE NEWS HAS JIM BRAVURA SAYING THAT THEY'RE CLOSING IN ON YOU, BUT YOU DON'T HAVE TO WORRY, YOU'VE LEFT THEM IN THE DUST.



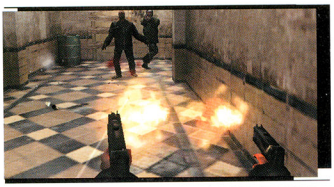
PAIN KILLER

IN THE BATHROOM ARE SOME **PAINKILLERS**; STOCK UP AND HEAL YOURSELF BEFORE YOU MOVE FORWARD.

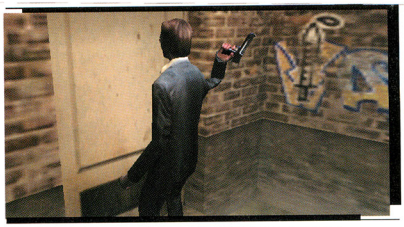


READY THE DUAL INGRAMS IF YOU HAVE ENOUGH AMMUNITION. WHEN YOU OPEN THE DOOR THERE WILL BE A VICIOUS THUG WITH A SHOTGUN STANDING RIGHT IN FRONT OF YOU. TAKE HIM OUT QUICKLY THEN MOVE OUT INTO THE HALLWAY QUICKLY.

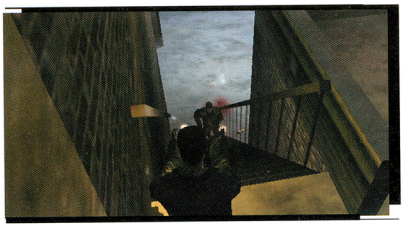
BULLET TIME



DON'T DALLY IN THIS AREA, USE SOME BULLET TIME TO TAKE THESE GUYS OUT, THEN RUN DOWN THE HALL WITH YOUR INGRAMS WIDE OPEN. A GRENADE WILL BE THROWN AT YOU (MOST LIKELY), SO DON'T SLOW DOWN OR THE RESULTING EXPLOSION WILL TAKE YOU OUT. IT'S BEST TO MOVE PAST THE EXPLOSION AND TAKE OUT THE ENEMIES AS YOU GO BY.



KEEP MOVING UNTIL YOU CATCH UP WITH GOGNITTI.

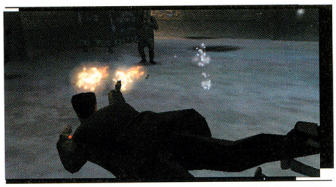


YOU'VE GOT TO TAKE OUT SIX ENEMIES IN THE COURTYARD BELOW. YOU CAN START BY READYING THE DUAL INGRAMS AS YOU MOVE DOWN THIS STAIRCASE.

TIP

Alternately, you can throw Molotovs or Grenades down into the courtyard first, if you have them.

BULLET TIME



FINALLY, YOU MUST TAKE OUT VINNIE GOGNITTI HIMSELF. USE BULLET TIME TO TAKE HIM AND HIS FINAL TWO GUARDS DOWN HARD. YOU MAY NEED TO USE ALL OF YOUR ACCUMULATED BULLET TIME TO SURVIVE THIS.

TIP

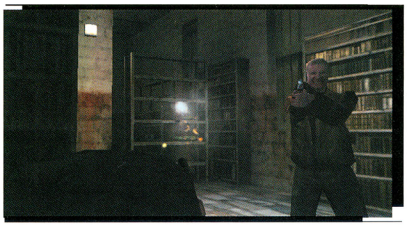
In Bullet Time against Gognitti and his thugs, it's best to use either the Dual Ingrams (because of their high rate of fire) or the Desert Eagle (because often you can make one shot really count.

NYPD

CHAPTER EIGHT: RAGNA ROCK

You've traced Lupino to his nightclub, the Ragna Rock. This club is a renovated theatre that contains plenty of cold-blooded killers, V-head junkies and general nastiness throughout. This is the second last level of the first act of Max Payne (the game); you must find Lupino, but it's not going to be easy. You need all of your Painkillers and weapons to get through this, indeed, you may even have to take a few stabs at it.

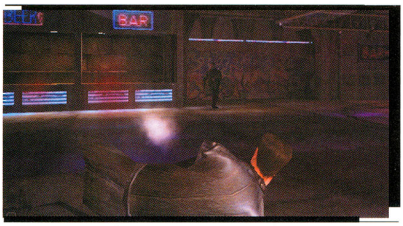
HEAD INTO THE TICKET BOOTH AND HIT THIS SWITCH - IT OPENS UP A DOOR DIRECTLY BEHIND YOU. BEWARE, THERE'S A GUY WAITING TO TAKE YOU OUT.



MOVE UP THE STAIRS INTO THE LIBRARY ROOM AND TAKE OUT THE TWO ENEMIES. PICK UP THE **PAINKILLERS**, AMMUNITION, AND WEAPONS WHILE YOU'RE THERE. HAVE A LOOK AT THE CREEPY BOOK ON THE DESK WHILE YOU'RE AT IT AS WELL.

THE GUY BEHIND THE BAR WILL POP YOU IN THE HEAD IF YOU DON'T HIT HIM FIRST. AFTER YOU TAKE HIM OUT, BACK UP BECAUSE THE BARTENDER'S PARTNER WILL TOSS A GRENADE YOUR WAY, AND IF YOU HANG AROUND, YOU'LL BE BLOWN TO BITS.

WATCH OUT FOR THE TWO ENEMIES ON THE BALCONIES ABOVE, THEY BOTH SHOOT AND THROW MOLOTOVS AT YOU!



MOVE THROUGH THE DOORS BEHIND THE STAGE AND TAKE OUT THE DUDES THAT ARE RIGHT IN FRONT OF YOU. THERE ARE FOUR ENEMIES IN THIS DISCO AREA AND A COUPLE OF THEM HAVE INGRAMS AND PLENTY OF AMMUNITION.

DANGER

When you see that an enemy has an Ingram and is firing at you it's imperative that you keep moving, find cover, or go into Bullet Time. Even from a distance the Ingram's rate of fire is so fast that you can be taken down in the blink of an eye if you're not careful. Of course, it works both ways; Dual Ingrams are one of the most effective weapons in your arsenal.

ONCE YOU'VE CLEANED UP THE ENEMIES AND SCAVENGED THEIR BODIES FOR AMMUNITION, GO THROUGH THE DOORWAY MARKED "BAR".

THERE ARE THREE GUYS IN THERE THAT YOU MUST TAKE OUT, BUT WATCH OUT, BECAUSE THEY'RE TOUGH. WHEN YOU'RE DONE WITH THEM HAVE A LOOK AT THE BOOKS ON THE TABLE.

The books on the table tell a story of someone who's become obsessed with the occult. Books like Necronomicon and Paradise Lost rounded out an eclectic collection of titles with Pentagrams on their covers. Also amongst this evil library is a Ouija board; more evidence that Lupino is into this stuff deep.

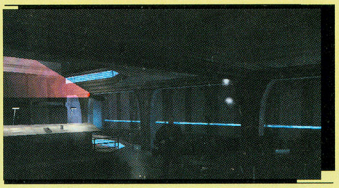
XBOX ONLY

HIT THE SWITCH TO GET PAST THE GATE, THEN BLOW AWAY THE DUDE THAT ROLLS OUT IN FRONT OF YOU.

CLIMB THE STAIRS AND MOVE OUT ONTO THE BALCONY. THERE ARE TWO THREATS HERE, ONE IS DIRECTLY TO YOUR LEFT AS YOU COME OUT ONTO THE BALCONY, AND THE OTHER IS ACROSS THE ROOM. POSITION YOURSELF WITH A COLUMN BETWEEN YOU AND THE GUY ON THE FAR SIDE OF THE ROOM WHILE YOU TAKE OUT THE ENEMY TO YOUR LEFT.

XBOX ONLY

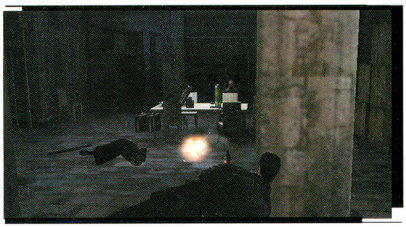
BULLET TIME



WHEN YOU REACH THE CONTROL AREA OF THE STAGE YOU MEET UP WITH TWO ENEMIES THAT ARE FAIRLY EASY TO DEAL WITH WITH SOME BULLET TIME JUMPS.

NOTE

*Hit the switch on the control panel to see some pyrotechnic delights. There's also a bottle of **Painkillers** on the control panel.*



IN THE NEXT ROOM YOU INTERRUPT A DRUG DEAL. THERE ARE SEVERAL ENEMIES, BUT THERE ARE AT LEAST TWO WITH INGRAMS THAT ARE NOT AFRAID TO SQUEEZE THE TRIGGER. DO YOURSELF A FAVOR AND STAY BEHIND ONE OF THE STONE COLUMNS. IF YOU RUN OUT INTO THE MIDDLE OF THESE GUYS, YOU'RE IN TROUBLE.

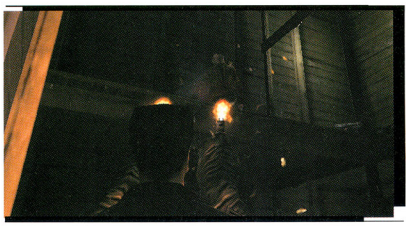
BULLET TIME

AS SOON AS THE FIRST ROUND OF ENEMIES ARE TOAST THERE ARE THREE MORE DUDES RUN IN BEHIND THE OAK CASKS IN THE BACK. TAKE THEM OUT WITH SOME BULLET TIME JUMPS, AND BE AWARE THAT IF YOU RUN OUT INTO THE CASKS YOU'LL END UP WITH ENEMIES BOTH IN FRONT AND BEHIND YOU!

NOTE

*There's a Pump Action **Shotgun** and some ammunition along the back wall in the cask area.*

WHEN YOU GET TO THIS STAIRCASE, LOOK WAY UP AND TRY TO HIT THE ENEMY THAT'S FAR ABOVE YOU. IF YOU DON'T, HE PICKS AWAY AT YOU UNTIL YOU'RE TOAST.

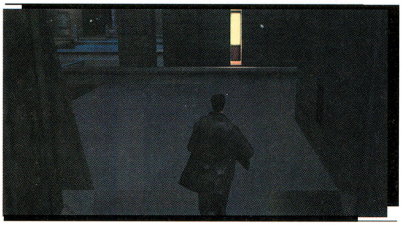


KEEP ON CLIMBING UP THE STAIRS. THERE'S ONE GUY WITH TWO INGRAMS CROUCHING UP NEAR THE TOP. TAKE HIM OUT BEFORE HE SEES YOU.

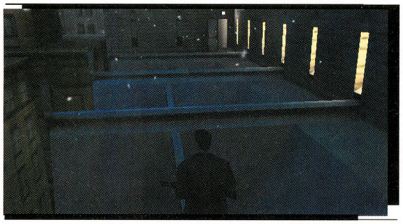
YOU END UP OUTSIDE. GO THROUGH THE NARROW OPEN WINDOW AND THEN LOOK DOWN IMMEDIATELY BECAUSE THERE'S ONE MORE ENEMY TO KILL DOWN THERE.

DANGER

There are a couple of places where you walk along narrow ledges and beams, and it's important to know that the fall will kill you if you lose your balance, so take it slow.



MAKE YOUR WAY ACROSS THE BEAM TO THE WINDOW IN THE CORNER TO YOUR LEFT, THEN HEAD OUT AND MOVE TOWARD THE FLYING BUTTRESSES ON THE LEFT.



WALK (CAREFULLY) OUT ON THE BUTTRESSERS AND THEN GO THROUGH THE DOOR THAT'S OPEN IN FRONT OF YOU.

AS SOON AS YOU COME INTO THIS AREA (WHICH IS A STAIRCASE DOWN), YOU FACE OFF AGAINST THREE SHOTGUN-TOTING RUFFIANS.

YOU END UP BACKSTAGE WITH A BLACK TRENCHCOAT COMING RIGHT AT YOU.

PAIN KILLER

STAND RIGHT HERE AND TAKE OUT LUPINO'S MEN AS THEY RUN UP THE STAIRS TO GREET YOU. THERE ARE AT LEAST FOUR OF THEM, SO STAY PUT UNTIL YOU'RE SURE THEY'RE TOAST. BEFORE YOU DESCEND, MAKE SURE TO PICK UP THE **PAINKILLERS** THAT ARE ON THE FAR END OF THE UPPER WALKWAY.

PAIN KILLER

MOVE YOURSELF TO THE PYRO CONTROL PANEL. THERE ARE SOME **PAINKILLERS** HERE, AND THERE'S ALSO A SWITCH ON THE RIGHT OF THE PANEL THAT OPENS UP A DOOR ABOVE THE DRUM SET. BEWARE THAT LUPINO'S MEN WILL BE COMING THROUGH THE NEWLY OPENED DOOR.

MOVE BEHIND THE STAGE, THEN CLIMB UP TO THIS AREA WITH THE STAGE CONTROLS. HIT THE CONTROLS IN ORDER, 1, 2, 3, 4. THIS PROVIDES A PATH FOR YOU TO GET TO THE OTHER SIDE.

BULLET TIME

YOU SHOULD BE ABLE TO SEE ONE OF LUPINO'S GUARDS AS YOU MOVE THROUGH THE BACKSTAGE AREA. THIS GUARD RUNS UP THE STAIRS AND MOST LIKELY AVOID YOUR FIRE. BUT FIRST, HE THROWS A GRENADE AT YOU SO BE READY. IT SHOULD BE NOTED THAT HE FALLS TO A DEATH ON HIS OWN IN A FEW SECONDS, SO DON'T SWEAT IT IF HE GETS AWAY.

WHEN YOU GET TO THIS AREA, THERE IS SOME FANCY JUMPING TO DO. WHEN YOU GET TO THE DOOR YOU ARE FINISHED THIS LEVEL.

I GOT TO SEE LUPINO'S HANGOUT ALL LIT UP.
A BOMB WENT OFF, TURNING SNOW INTO LIQUID GOLD. A PILLAR OF FIRE LIFTED THE REMAINS OF A CAR STRAIGHT UP INTO THE AIR.
THE FLAMES WERE HIGHLIGHTED ON THE HOOD OF A BLACK MERCEDES BENZ, AS IT COASTED DOWN THE STREET, REAL SLOW. AS IF THE DRIVER DIDN'T HAVE A WORRY IN THE WORLD.
I GOT A GOOD LOOK OF THE MAN RIDING SHOTGUN.
IT WAS VLADIMIR, THE HEAD OF THE LOCAL RUSSIAN MOB, THE FLY IN DON PUNCHINELLO'S SOUP.

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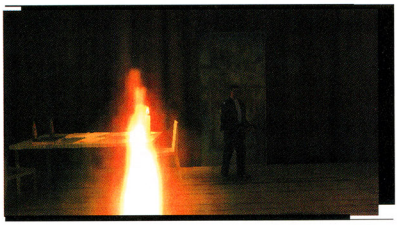
CHAPTER NINE: AN EMPIRE OF EVIL

You've now made it to Lupino's inner sanctum. Your job is to take him out, but it won't be an easy job because he's heavily guarded by some spooky looking guys who favor satanic robes over jeans and T-shirts. Save before you get into it with Lupino and his men, because it may take a couple tries to make it work.



YOU FIND YOURSELF IN LUPINO'S CREEPY INNER SANCTUM. CHECK OUT THE COUCH. YOU SEE THAT PUNCHINELLO HAD THREATENED LUPINO IN WRITING. PUNCHINELLO HAD SENT HIS THREE BEST HENCHMEN TO DEAL WITH LUPINO. FROM THE THREE BODIES ON THE FLOOR, IT OBVIOUSLY HADN'T WORKED.

AS YOU MAKE YOUR WAY TO LUPINO, YOU HEAR HIS RANTINGS. DON'T LET THEM GET TO YOU, JUST KEEP MOVING.

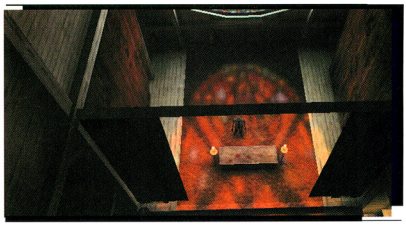
WHEN YOU ENTER THE MAIN HALL THE DOOR CLOSES BEHIND YOU AND YOU ARE LOCKED IN A BATTLE TO THE DEATH (ONE WAY OR ANOTHER).

Fortunately for you, the battle with Lupino is buffered because there are tables around the main hall with plenty of **Painkillers**, ammunition, and weapons for you to use. To be successful you need to keep moving always being wary of the enemies above you who are shooting at you or dropping Molotovs on you. Use Bullet Time whenever you need to, but save some for the final showdown after the henchmen have been killed.

KEEP AN EYE OUT FOR THOSE ENEMIES THAT WILL BE TOSSING MOLOTOVS FROM ABOVE.

THERE ARE A COUPLE OF ENEMIES HIDING BEHIND THE CURTAINS ABOVE. THEY'RE DIFFICULT TO SEE, BUT YOU CAN HIT THEM IF YOU JUST FIRE BLINDLY INTO THE AREA.

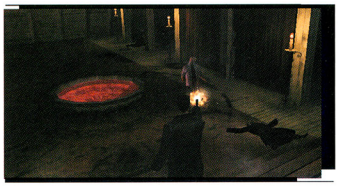
NEAR THE END IT GETS EVEN MORE HAIRY, WITH ENEMIES JUMPING DOWN AND MOLOTOVS RAINING FROM THE SKY. KEEP YOUR HEAD ABOUT YOU. KEEP MOVING, USE THE CORNERS TO GET A VIEW OF WHO'S IN FRONT OF YOU (NO ONE CAN BE BEHIND YOU WHEN YOU'RE IN A CORNER) AND TAKE ADVANTAGE OF THE COLUMNS AND OTHER COVER AS MUCH AS POSSIBLE.



WHEN YOU'VE KILLED THE LAST HENCHMEN, LUPINO WILL APPEAR AND START RANTING.

BULLET TIME

Lupino's rant is disturbing to say the least. He says "I have tasted the flesh of fallen angels. I've tasted the Devil's green blood. It runs in my veins. I have seen beyond the world of skin, the architecture of blood and bone marrow. Death is coming. She is coming, and hell follows with her! This is the twilight winter. I am ready to be her son! Her time is now, and all who stand in her way MUST DIE!" Clearly Lupino's been using the drugs that he sells, but that just makes him all the more danger



AS YOU MOVE AROUND LUPINO, USE EVASIVE MANEUVERS, INCLUDING BULLET TIME JUMPS.

TIP

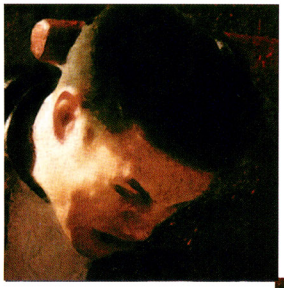
Don't use a Shotgun in Bullet Time because the firing rate and the reload time are slow and your bullet time will be eaten up without doing much damage to Lupino.

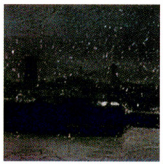
CONTINUES

GET IN FRONT OF LUPINO AND ENTER BULLET TIME. PUMP THE DUAL INGRAMS INTO HIS HEAD, THEN WHEN YOUR AMMO RUNS OUT, LEAVE BULLET TIME AND RUN FOR IT. STAY MOVING, AND TRY TO HIT HIM IN THE HEAD WITH A SHOTGUN OR DUAL BERETTAS. FOR LUPINO, MOLOTOVS AND GRENADES AREN'T THAT USEFUL BECAUSE HE MOVES AROUND A LOT.

WHEN LUPINO BUYS THE FARM, YOU'LL FIND OUT THAT HE WASN'T THE GUY YOU WERE LOOKING FOR AFTER ALL.

THE HOW AND WHY OF IT WAS A MYSTERY TO ME, BUT THEY KNEW I WAS A COP.
THEY KNEW I WAS COMING, AND THEY WERE GOING TO GET REAL TRIGGER-HAPPY ABOUT IT.





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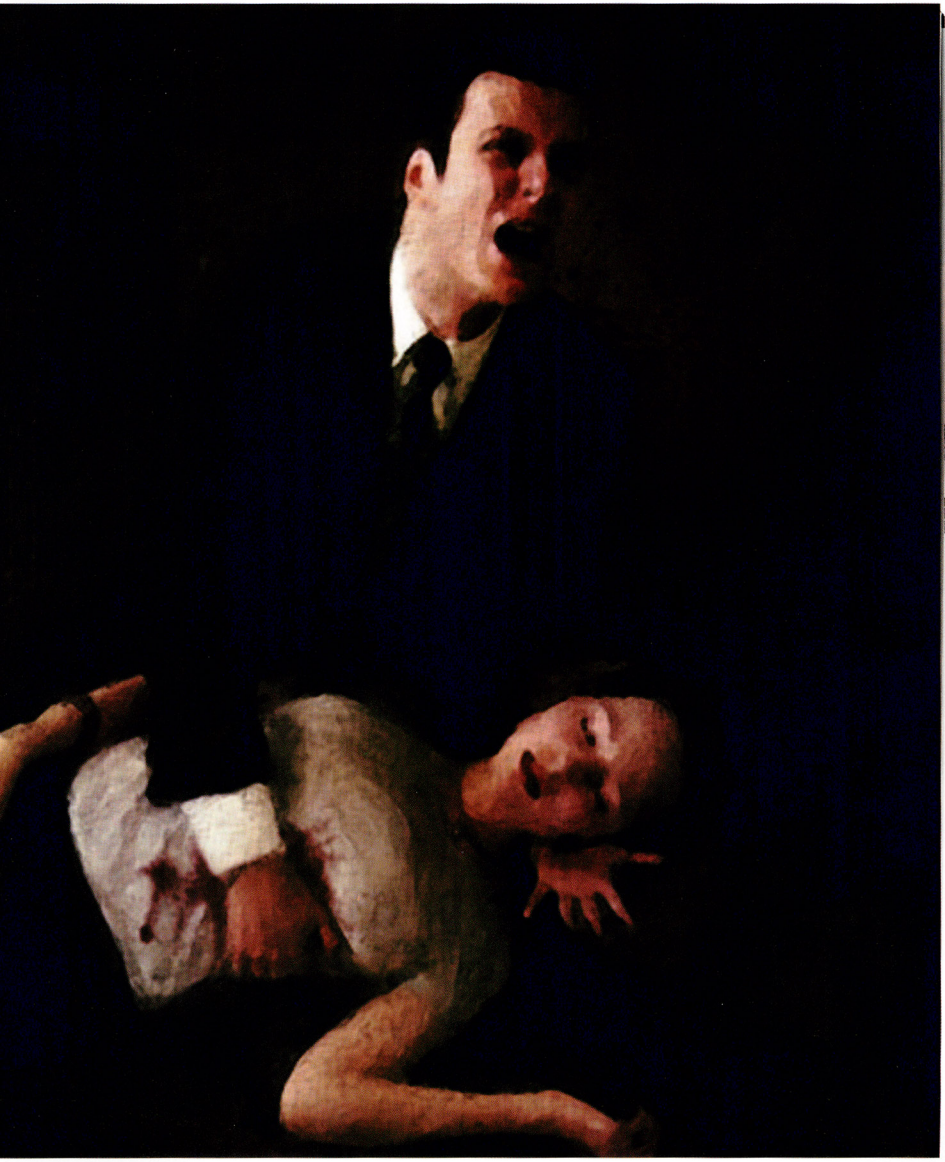
PART 2

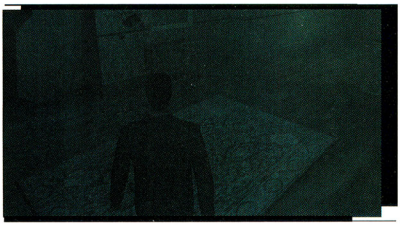
A COLD DAY IN HELL



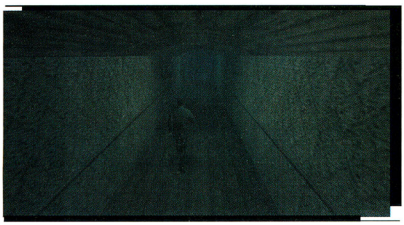
After Lupino is vanquished, you come across Mona Sax. Mona identifies herself as Lisa Punchinello's evil twin sister who's a professional that wouldn't think twice about turning your head into a can of tuna. For the record, Lisa Punchinello was the Don's wife, so having her sister on your side might just turn out to be a decent turn of events. Lisa informs you that it was Angelo Punchinello who killed Alex, and she wants to enlist your help to take her out. Unfortunately, when you have drink with Lisa to cement your agreement she sneaks you a dose of Valkyr, and you descend into a creepy world of hurt.

PRELUDE: THE NIGHTMARE

Mona Sax has slipped you a dose of Valkyr, and you're going to have to find a way to crawl out of this drug induced nightmare. In this nightmare realm nothing is what it seems, and familiar territory can become an angry maze where your senses can become lost. Still, you must find your way out of this situation!



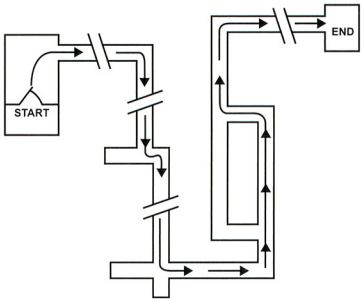
THE DARK, GREENISH WORLD THAT YOU'RE NOW IN IS PART OF A NIGHTMARE INSPIRED BY VALKYR. START OUT BY MOVING FORWARD A SHORT DISTANCE AND GETTING A FEEL FOR THE ENVIRONMENT.



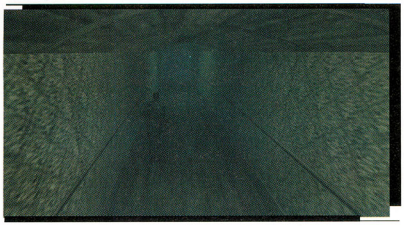
YOU'LL NOTICE AS SOON AS YOU START TO WALK DOWN THE HALLWAY THAT YOUR EXPERIENCE HERE WILL BE QUITE DISTORTED BY THE DRUGS THAT ARE RUNNING RAMPANT WITH YOUR SENSES.

CHECK OUT MAP ENTITLED NIGHTMARE PART 1 TO LEARN THE WAY OUT OF THIS MAZE.

NIGHTMARE PART 1



These are breaks to shorten lines.



THERE ARE NO GOODIES IN THIS MAZE. NO AMMUNITION, NO PAINKILLERS, NOTHING. YOUR GOAL IS TO MAKE IT TO THE LOWER LEVEL OF YOUR HOUSE. THE MAP SHOWS YOU EXACTLY HOW TO DO THIS. THE REST OF THE MAZE IS DEVIOUSLY TRICKY, AND YOU COULD END UP QUITE LOST. FOR THIS REASON YOU SHOULD JUST FOLLOW THE PATH SHOWN TO GET TO THE NEXT AREA.

BY FOLLOWING THE MAP'S INSTRUCTIONS YOU'LL FIND YOURSELF HERE. MOVE INSIDE AND CLIMB THE STAIRCASE.

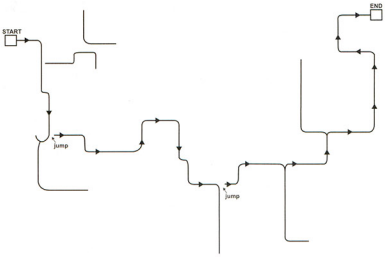
NOTE

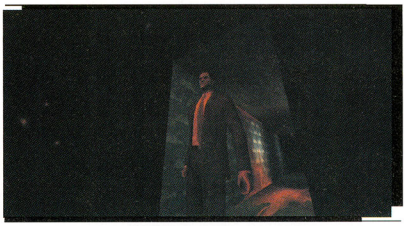
Although you are ostensibly supposed to be able to find your way through the maze by listening to your wife's cries, this is very difficult and can be deceiving. Stick to the map to avoid getting lost.

WHEN YOU ENTER THE BATHROOM UPSTAIRS THE SHOWER GLASS SHATTERS AND THE DOOR TO THE BEDROOM BECOMES BOARDED UP. MOVE BACK OUT INTO THE HALLWAY.

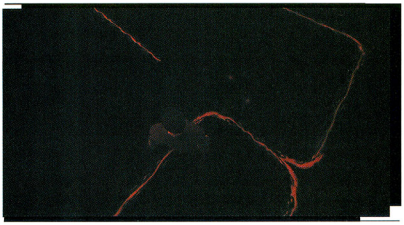
MOVE DOWN THIS LONG HALLWAY THAT ENDS IN A BIZARRE ABYSS THAT'S PUNCTUATED BY THIN TRAILS OF BLOOD THAT EXTEND INTO THE DARKNESS.

NIGHTMARE PART 2

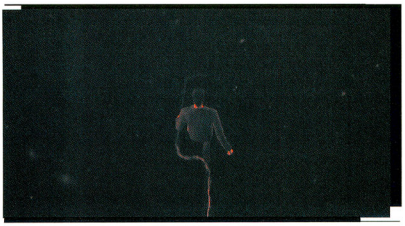




THIS NEW MAZE IS A CHALLENGE FOR A COUPLE REASONS. FIRST OF ALL, YOU'RE IN A BLACK ABYSS AND THERE'S NOT MUCH FRAME OF REFERENCE FOR HOW FAR YOU'VE TRAVELED OR HOW FAR YOU HAVE TO GO. SECOND, IF YOU MISSTEP YOU WILL FALL INTO THE ABYSS AND DIE.



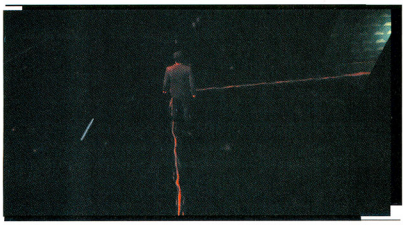
THE MAP ON THE PREVIOUS PAGE SHOWS YOU THE QUICKEST EASIEST WAY TO GET THROUGH THIS AREA. FOLLOW IT RELIGIOUSLY. AGAIN, THERE'S NOTHING IN THIS AREA TO PICK UP, YOU'RE SIMPLY TRYING TO FIND THE OTHER SIDE.



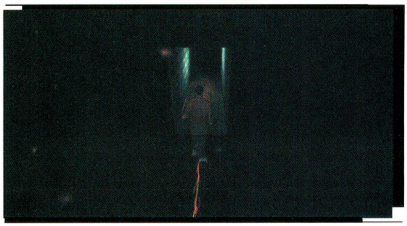
WHEN YOU MAKE YOUR JUMPS REMEMBER THAT YOU ARE IN A DREAM WORLD. YOUR JUMPS HERE GO MUCH FURTHER THAN IN REAL LIFE, AND YOU CAN CONTROL YOUR JUMP EVEN AFTER YOU'VE LEFT THE GROUND.

DANGER

If you fall off the narrow tracks in this maze, you will die. For this reason you should take your time and move carefully through the maze rather than rushing it. There's no time limit or reason to rush, so take your time.

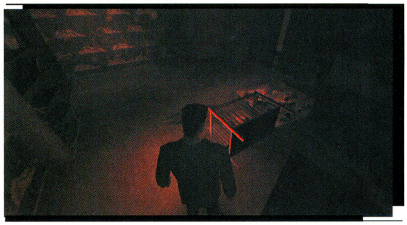


CONTINUE ALONG, FOLLOWING THE PATH LAID OUT ON THE MAP. THE BABY'S CRIES GROW LOUDER AS YOU APPROACH THE EXIT.

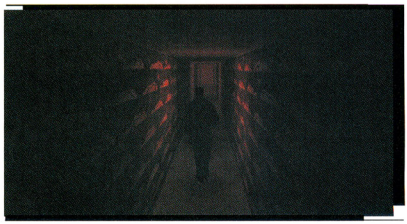


FINALLY YOU'LL COME TO THE EXIT.

MOVE DOWN THE LONG HALLWAY. DON'T WORRY, EVEN THOUGH IT LOOKS LIKE THE HALLWAY YOU LEFT WHEN YOU STARTED THIS MAZE, YOU'RE STILL IN THE RIGHT PLACE.



YOU END UP IN YOUR BABY'S ROOM. MOVE THROUGH THE UNOPENED DOOR.



YET ANOTHER LONG HALLWAY AWAITS YOU.

MOVE THROUGH THIS DOOR.

THE REALITY OF WHAT'S HAPPENING TO YOU COMES THROUGH. YOU'RE BEING BEATEN WITH A BASEBALL BAT. FADE OUT.

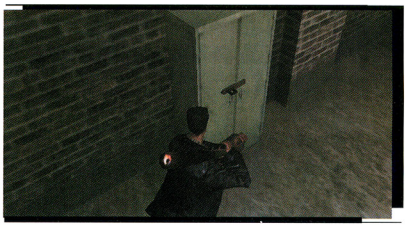
I WOKE UP IN A BAD DREAM.
MY HEAD FELT TWO SIZES TOO SMALL FOR MY BRAIN--
MAX PAYNE, I ENVY YOUR NAME.
AND THE KILLER WAS SMILING.
PLEASED TO MEET YOU. I'M FRANKIE "THE BAT" NIAGARA.
NIAGARA AS IN YOU CRY A LOT?
HE HAD A BASEBALL BAT, AND I WAS TIED TO A CHAIR. PISSING HIM OFF WAS THE SMART THING TO DO.

NYPD

CHAPTER ONE: THE BASEBALL BAT

When you come to you find out that Frankie 'The Bat' Niagara is beating you senseless with his trademark Baseball Bat. Ultimately, after a few more cracks to your noggin, he leaves you to bleed it out and think things through. Fortunately for you you're still conscious enough to break your chair apart and escape. The only downside is that you no longer have any weapons, except for Frankie's Baseball Bat.

THE ROOM YOU START OUT IN IS FAMILIAR TERRITORY, YOU PASSED THROUGH IT IN PART ONE.



PG. 8

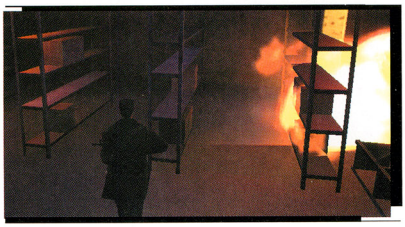
PICK UP THE **BASEBALL BAT**, THEN GO OVER TO THIS CABINET AND KNOCK THE LOCK OFF OF IT. THERE'S A BOTTLE OF **PAINKILLERS** INSIDE.

GET READY TO HAVE SOME FUN. YOU HAVE TO GO THROUGH THIS DOOR, BUT HOW YOU DO IT IS VERY IMPORTANT OR YOU MAY GET TURNED INTO HAMBURGER.

You're now stuck with no weapons except for a Baseball Bat who's previous credentials were coming in contact with various parts of your body. To get yourself into a position where you have real weapons you must make a brazen attack on Frankie's buddies who are just out in the hallway. You can try to use stealth to get by, but the truth of the matter is that it's very difficult to sneak past these guards. It is better to bull-rush the first two guards, take their guns and ammunition, then go after the rest.

READY YOUR BAT, THEN RUN STRAIGHT THROUGH THE DOOR AND HANG A RIGHT DOWN THE HALLWAY. THERE ARE TWO BAD GUYS WHO ARE WALKING AWAY FROM YOU. RUN UP BEHIND THEM AND BLUDGEON THEM WITH YOUR BAT AS FAST AS YOU CAN, THEN PICK UP THEIR WEAPONS.

NEXT THERE ARE A FEW DUDES TURNING THE CORNER AT THE OTHER END OF THE HALL - TAKE THEM OUT WHILE YOU MOVE BACK TO THE ROOM IN WHICH YOU STARTED.



FALL BACK TO THIS AREA. THE ENEMIES WILL COME TO YOU, SO STAY HERE WHERE YOU CAN SEE THEM COMING. AFTER YOU'VE TAKEN THE LAST ONE OUT, PICK UP THE PLETHORA OF AMMUNITION AND WEAPONS THEIR CORPSES HAVE SO GRACIOUSLY RELEASED TO YOU.

BULLET TIME

MOVE BACK DOWN THE HALLWAY TOWARD WHERE YOU ORIGINALLY HIT THE FIRST TWO GUARDS. DO A BULLET TIME JUMP TO TAKE OUT THE GUY THAT'S AROUND THIS CORNER.

PAIN KILLER

IN THE STORAGE ROOM IS A SHELF CHOCK FULL OF **PAINKILLERS** AND AMMUNITION.

USE YOUR BASEBALL BAT TO KNOCK OPEN THE VARIOUS CARTONS AND SMALL BOXES IN THIS ROOM. A FEW OF THE BOXES YIELD PRECIOUS AMMUNITION.

FOR FUN, WHY NOT SHOOT THE TOPS OFF OF THE PRESSURIZED TANKS OF GAS JUST SEE SOME FIREWORKS!

GO BACK OUT INTO THE HALL AND TRY EVERY DOOR. YOU'LL COME TO THIS AMMO DUMP, WHERE YOU CAN FULLY RESTOCK YOUR WEAPONRY! GET IT WHILE THE GETTING IS GOOD.

DANGER

Be careful when you're swinging at boxes with your baseball bat. There are sometimes gas canisters around and it is possible to accidentally knock a valve off a gas canister by accident while trying to smash a small box.

THROUGH THIS DOOR ARE TWO THUGS, BUT THERE'S ALSO SOME AMMUNITION TO BE HAD. SMASH THE SMALL BOXES TO FIND IT.

READ THE NEWSPAPER THAT'S LYING ON THE GROUND. THERE IS A MESSAGE FROM FRANKIE.

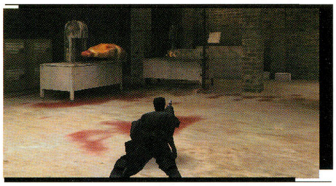
HOP ON THE ELEVATOR AND TAKE IT FOR A RIDE. BEWARE THAT THERE ARE NOT ONE BUT *TWO* BAD GUYS WAITING FOR YOU WHEN THE DOORS OPEN.

BULLET TIME

TAKE OUT THESE TWO GUYS WITH SOME BULLET TIME JUMPS, THEN GET YOUR BEARINGS.

CONTINUES

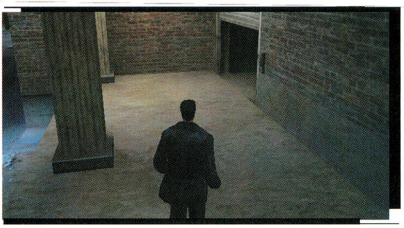
AS SOON AS YOU ROUND THIS CORNER AN ENEMY LOBS A GRENADE AT YOU, SO BE READY TO TURN AND RUN.



THERE'S A GUY BY THIS BAND-SAW WHO'S GOT A PAIR OF INGRAMS TRAINED ON YOUR HEAD. USE A FRONTAL JUMP TO TAKE HIM OUT, THEN TURN AROUND AND USE BULLET TIME TO PUT ONE SLUG EACH IN THE TWO GUYS BEHIND YOU.

PAIN KILLER

DON'T FORGET TO STOCK UP WITH GOODIES FROM THIS NICE CABINET! YOUR **PAINKILLER** HABIT WILL THANK YOU.

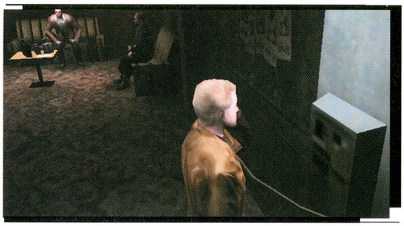


RUN OUTSIDE UNTIL YOU SEE THIS HALF OPEN DOOR. MOVE INSIDE AND BE PREPARED FOR A TRENCH COAT-WEARING INGRAM-TOUTING NASTY DUDE TO OPEN UP ON YOU.

WHEN YOU'VE VANQUISHED ALL OF YOUR FOES, MOVE BACK TO THE STREET AND PROCEED DOWN THE ALLEY.

MOVE DOWN THE STREET TOWARD THE HOTEL.

WHEN YOU GET TO THE HOTEL, THE FRONT OF IT IS BLOCKED BY POLICE TAPE. IGNORE IT AND KEEP GOING.

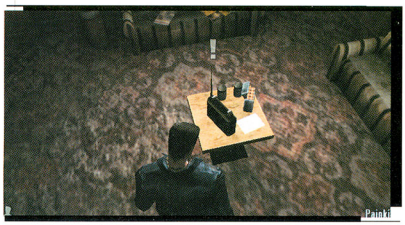


MOVE TO THE DOOR AND LISTEN IN ON WHAT'S HAPPENING.

BULLET TIME

At the door you'll hear three of Punchinello's henchmen talking about an attempt on his life by a woman. That woman is Mona. Apparently Frankie "The Bat" Niagara is downstairs with Mona and she's 'gonna take a long time to die.' Use your Bullet Time to get rid of these thugs.

AT THE TOP OF THE STAIRS IS A PAIR OF THUGS THAT YOU NEED TO TAKE OUT. A SIDEWAYS BULLET-TIME JUMP IS A GREAT WAY TO GO AFTER THESE TWO. BE SURE TO PICK UP THE AMMUNITION THAT THESE DUDES LEAVE BEHIND.



PAIN KILLER

WHEN THE KILLING IS OVER, PICK UP THE **PAINKILLERS** AND AMMUNITION ON THIS TABLE IN THE LOBBY. ALSO HAVE A LISTEN TO THE RADIO.

Listen to the radio and read the paper on the table to learn that reliable sources have said that you were killed in the Ragna Rock shootings, but you also learn that Punchinello himself had written a note instructing Frankie Niagara to kill you personally. It just keeps getting better.

AS YOU APPROACH THE BAR, A THUG COMES OUT OF THE BATHROOM. ASK HIM IF HE WASHED HIS HANDS, THEN POP HIM WITH A CAP.

IN THE BAR FRANKIE AWAITS WITH THREE OF HIS BUDDIES. THE STRATEGY FOR THIS IS LIKE THE LAST TIME YOU ENTERED THE BAR. BACK AWAY FROM THE DOOR AND LET THE ENEMIES COME TO UP. SAVE YOUR INGRAMS FOR WHEN YOU ACTUALLY RUN INTO THE BAR, AND INSTEAD USE A PUMP-ACTION SHOTGUN OR DUAL BERETTAS FROM AFAR. A GRENADE WILL HELP AS WELL.

BULLET TIME

ONCE YOU'VE TAKEN OUT TWO OR THREE OF FRANKIE'S BUDDIES, JUMP IN AND USE SOME BULLET TIME TO FINISH HIM OFF.

CHAPTER TWO: AN OFFER YOU CAN'T REFUSE

After you've said your less-than-cordial goodbyes to Frankie Niagara, you'll meet up with Vladimir. Vladimir wants to make you an offer you can't refuse. He tells you that Punchinello has been messing with V, and it's bad for business all around. He says that a guy that used to work for him, Boris Dime, is now working for Punchinello. It turns out that Dime is the captain of a cargo ship called the *Charon*, and right now the ship's loaded with hi-res hardware, guns, and plenty of stuff that should be Vladimir's business and not Punichello's. Vladimir invites you to help him take control of the boat and assassinate Boris Dime, and you accept. Of course, you must work your way through the labyrinth that is the Brooklyn riverfront to get there, and of course, the entire area is crawling with Dime's men.

BULLET TIME

YOU NEED TO GO INTO THE BOOTH, BUT THERE'S A SHOTGUN-TOTING BAD GUY IN THERE. PROCEED WITH CAUTION, YOU CAN EVEN USE SOME BULLET TIME TO AVOID TAKING SOME BUCKSHOT IN THE FACE.

CONTINUES

CONTINUED BULLET TIME

JUST PAST THE GATE ARE TWO MORE THUGS. IF YOU HAVE THE BULLET TIME, DO SOME NIFTY JUMPS AND TAKE THEM OUT WITH A FEW SHOTGUN BLASTS.

MOVE UP AND OPEN THE GATE, BUT BE READY FOR ACTIVITY AS SOON AS IT GOES UP. DUAL BERETTAS ARE GOOD FOR THIS AREA BECAUSE YOU NEED ACCURACY AT BOTH NEAR AND FAR RANGES, ALTHOUGH THE PUMP-ACTION SHOTGUN IS NEARLY AS EFFECTIVE.

WHEN THE GATE OPENS, RUN STRAIGHT IN WITH YOUR GUNS BLAZING. AFTER YOU HIT THE FIST GUY IN FRONT OF YOU, CONCENTRATE ON THE DUDE UP TOP OR HE'LL TOSS A GRENADE AT YOU IF YOU DON'T TAKE HIM OUT QUICKLY.

BULLET TIME

YOU MAY NEED TO DO A BULLET-TIME BACKWARDS JUMP TO TAKE OUT THE ENEMY ABOVE. HE CAN'T SHOOT YOU IN YOU'RE DIRECTLY UNDERNEATH HIM, SO YOU CAN HIDE THERE AND THEN MAKE A DARING BACKWARDS JUMP OUT TO SHOOT HIM DOWN.

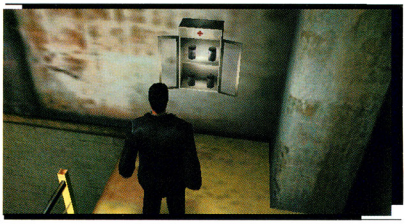
WHEN YOU OPEN THE NEXT DOOR, THERE IS A GUARD WHO'S WALKING AWAY FROM YOU. SHOOT THE RED DRUM BESIDE HIM TO SET HIM ON FIRE, THEN TURN YOUR WEAPONS IMMEDIATELY TO THE BACK OF THE TRUCK TO TAKE OUT THE OTHER GUARD.

GATHER UP THE AMMUNITION AND SHOTGUNS IN THE TRUCK, AND THEN MOVE TO THE WAREHOUSE 5 DOOR.

TIP

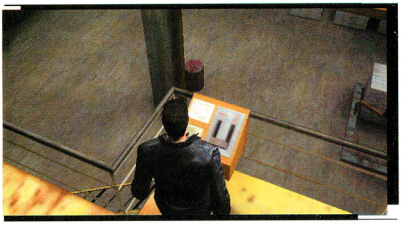
These areas on the Brooklyn River front have plenty of guards that don't realize you're there right away. For this reason it's best to run in and blow the crud out of everything with surprise lightning attacks that take your enemy off guard. You'd be surprised at how successful these attacks can be in this area.

THERE IS ONE OPPONENT INSIDE WAREHOUSE 5; A GUY WHO'S ON THE WALKWAY ABOVE YOU. HE IMMEDIATELY FIRES UPON YOU WITH INGRAMS AND ALSO LOB GRENADES. USE YOUR DESERT EAGLE TO HIT HIM IN THE HEAD WITH ONE OR TWO QUICK SHOTS. IT'S A TOUGH MANEUVER, BUT WELL WORTH IT.

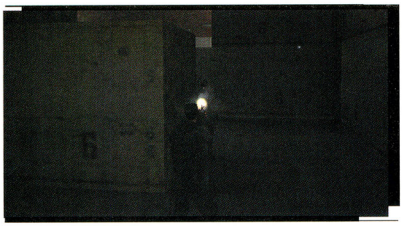


PAIN KILLER

RIDE THE ELEVATOR UP AND MOVE TOWARD THE CONTROL PANEL. THERE'S A GRENADE TO PICK UP, AS WELL AS A CABINET FULL OF **PAINKILLERS**.



OPERATE THE LEVER TO CLEAR THE DOOR OUT OF THIS AREA. WHEN YOU OPERATE THE LEVER AN ENEMY RUNS IN. SHOOT HIM DOWN AND THEN RIDE THE ELEVATOR BACK DOWN.

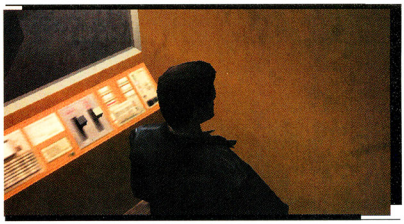


IN THE NEXT AREA YOU COME ACROSS A GUARD THAT'S WALKING AWAY FROM YOU AND HAS NO IDEA AT ALL THAT YOU'RE BEHIND HIM. TAKE HIM OUT WITH WHATEVER METHOD PLEASES YOU THE MOST.

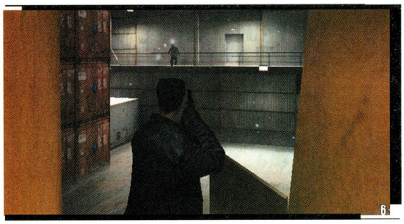
MOVE AROUND THE CORNER AND TAKE OUT THIS GUY. THESE GUYS TEND TO BE TOUGH, SO AIM FOR THEIR HEADS IF YOU HAVE THE LUXURY OF BULLET TIME.

THERE ARE TWO MORE DUDES THAT WILL COME AFTER YOU IF YOU VENTURE CLOSE TO THE CRANE.

TURN AROUND AND PICK UP THE GOODIES IN THE TENTED AREA BEHIND YOU. BREAK UP THE SMALL BOX ON THE GROUND TO GET SOME **PAINKILLERS**.

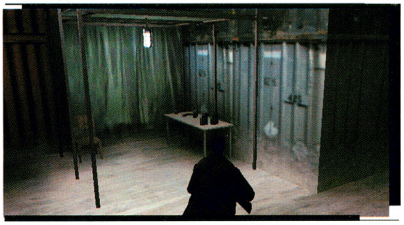


CLIMB UP IN THE CRANE AND OPERATE THE LEVER.



IMMEDIATELY TURN AROUND AFTER YOU OPERATE THE LEVER BECAUSE THERE'S A GUY THAT APPEARS ON THE WALKWAY BEHIND AND ABOVE YOU.

THERE ARE ALSO TWO MORE GUYS THAT COME AT YOU FROM THE FRONT SIDE OF THE CRANE.



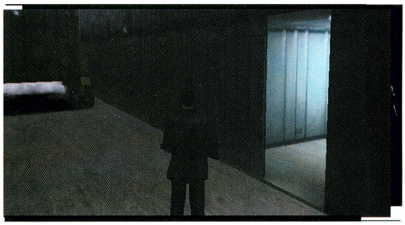
THERE'S ANOTHER TABLE WITH GOODIES IN THE OTHER CORNER OF THIS AREA. ONCE YOU HAVE THEM, MOVE TOWARD THE AREA WHERE THE CRANE JUST MOVED A CRATE.

DANGER

The dock area is full of enemies, many of them are lurking just behind a crate that you are walking past. You have to be very careful as you move through this area because it's difficult to keep track of all the places that an enemy might be amongst all the crates!

AFTER YOU RUN UNDER THE CRATE, THE CRANE DROPS IT, PREVENTING YOU FROM GOING BACK. AS IF TO ADD INSULT TO INJURY, AN ENEMY WITH A SHOTGUN TURNS THE CORNER AND OPENS UP ON YOU.

RUN DOWN THROUGH THE LEGS OF THIS GIANT LOADER.



SHOOT THE GUY IN THE LOADER'S CONTROL POD, THEN JUMP INTO THE DOOR ON THE SIDE OF THE WALL OR YOU'LL BE CRUSHED AS THE LOADER SPEEDS BY YOU. THE RESULTING MOVEMENT OF THE LOADER OPENS UP A NEW PATH FOR YOU.

PAIN KILLER

WHEN YOU MOVE BACK OUT INTO THE 'ALLEY' THEY ARE TWO SHOTGUN WIELDING ENEMIES COMING STRAIGHT AT YOU. THE DESERT EAGLE IS EXCELLENT FOR TAKING THEM OUT. WHEN THEY'RE DEAD ONE OF THEM WILL DROP **PAINKILLERS**.

BULLET TIME

RUN DOWN THE 'ALLEY' AND THEN DO A RUNNING BULLET TIME JUMP TO TAKE OUT AN ENEMY WHO WILL BE ON YOUR RIGHT.

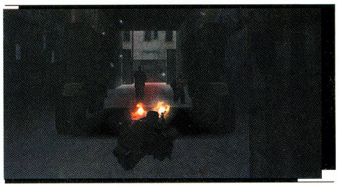
THERE'S A BOTTLE OF **PAINKILLERS** IN THIS BOX.

The next stretch of gameplay is very hairy. There's one enemy coming at you after another. Make sure your health is topped up and you've got the weapon you're most comfortable with readied.

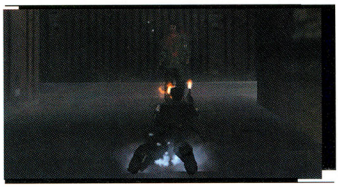
TAKE OUT THE GUY IN THE TOP OF THIS LOADER.

CONTINUES

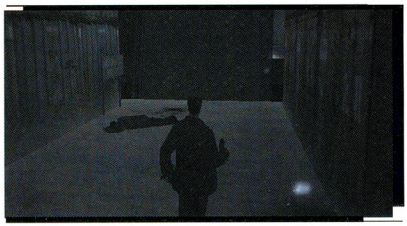
CONTINUED BULLET TIME



TWO OTHER ENEMIES RUN STRAIGHT AT YOU. A BULLET TIME JUMP WITH DUAL INGRAMS SHOULD MAKE QUICK WORK OF THEM. AS SOON AS THEY'RE DEAD, ANOTHER SHOTGUN THUG COMES AROUND THE CORNER.



AGAIN, A BULLET TIME JUMP WILL DO WONDERS.



TURN THE CORNER AND YOU'LL HEAR AN GUARD CALL OUT, "RAISE THE BRIDGE." TAKE HIM OUT FOR RAISING THE BRIDGE, HE JUST MADE YOUR LIFE MORE DIFFICULT.

DANGER

The bridge raising enemy will throw a Grenade at you.

MOVE UP TO THIS DOOR AND POP THE ENEMY AS HE COMES OUT.

INSIDE IS A **SNIPER RIFLE**, **PAINKILLERS**, AND A LETTER. PICK UP EVERYTHING, AND READ THE LETTER.

PG. 12

KEEP MOVING DOWN UNTIL YOU SEE AN AREA THAT YOU CAN CROSS OVER TO THE OTHER SIDE OF THE WATERWAY. THIS IS A GOOD TIME TO CHECK OUT YOUR BRAND NEW SNIPER RIFLE.

SHOOT THE LOCK OFF THIS DOOR AND PICK UP THE GOODIES INSIDE.

YOU NOW NEED TO SHOOT THE WHEEL BLOCK THAT'S ON THE TRUCK ON THE OTHER SIDE OF THE FENCE. YOU CAN SHOOT IT WITH ANY WEAPON, BUT IT'S EASIER WITH THE SNIPER RIFLE.

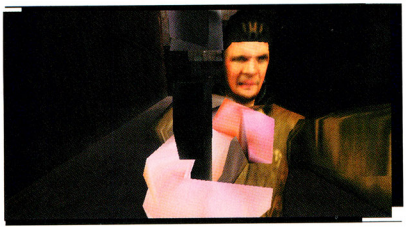
XBOX ONLY

AFTER YOU SHOOT THE WHEEL BLOCK, AN ENEMY WILL RUN OUT OF THE DOOR BEHIND THE TRUCK. WAIT FOR HIM AND GIVE HIM A FRIENDLY 'HELLO'.

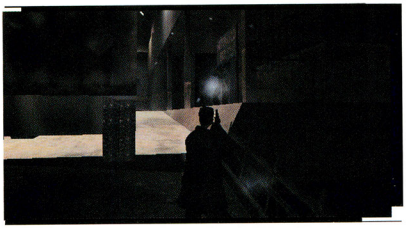
DANGER

Be very cautious in this area. The enemies are tough, and there are lots of them. If you rush into an area quickly you'll likely end up very dead. Take your time, use your new Sniper Rifle, and heal yourself before you move forward into an unknown area.

MOVE BACK ACROSS TOWARD THE 'ALLEY' BUT BEWARE THAT THERE ARE AT LEAST TWO ENEMIES ROLLING OUT IN FRONT OF YOU.



THIS GUY DOWN AT THE END OF THE 'ALLEY' HAS TWO INGRAMS AND LETS THEM RIP AS SOON AS HE SEES YOU.



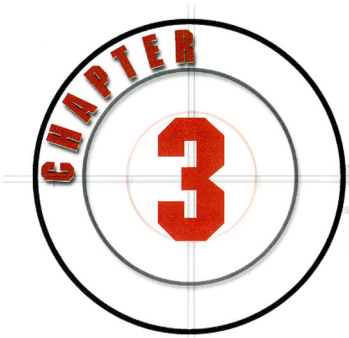
AFTER THE CONSIDERABLE BATTLE IS OVER, THIS IS WHAT YOU SEE. MOVE ACROSS THIS BRIDGE AND INTO THE DOORWAY ON THE OTHER SIDE

BEFORE YOU CAN GO IN THE DOOR THERE ARE A COUPLE OF ENEMIES TO DEAL WITH. IF YOU WANT, YOU CAN USE THE SNIPER RIFLE, BUT YOU MAY WANT TO PRESERVE SOME OF ITS AMMUNITION FOR A LITTLE LATER

INSIDE THE ROOM ARE SOME GRENADES AND A CABINET OF **PAINKILLERS**.

IF YOU GO TO THE COMPUTER AND LOOK AT THE MONITOR, THIS IS WHAT YOU SEE. IT'S A ROOM WITH SOME GUNS AND AMMUNITION IN IT, BUT IT'S GUARDED BY TWO LASER TRAPS.

MOVE DOWN TO THE END OF THE AREA AND GO THROUGH THE DOOR.

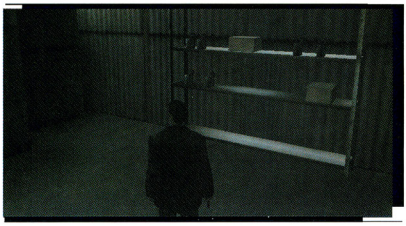


NYPD

CHAPTER THREE: WITH RATS AND OILY WATER

Your quest to find the *Charon* and Boris Dime continues. Things are getting tougher, however, so be extra careful as you wind your way toward Dime.

USE YOUR SNAZZY NEW SNIPER RIFLE TO TAKE OUT THIS GUARD AS SOON AS YOU BEGIN IN THIS NEW AREA. YOU CAN WAIT TO TAKE HIM OUT LATER, BUT SINCE HE'S UP ON TOP OF A CARTON HE POSES AN EXTRA DANGER TO YOU, SO POP HIM NOW.

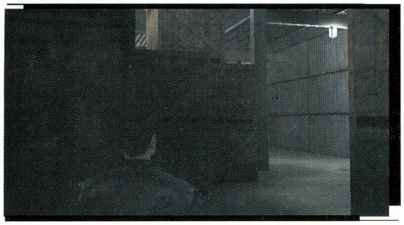


AFTER YOU SHOOT THE GUY ON TOP OF THE CARTON ANOTHER ENEMY COMES AROUND THE CORNER - TAKE HIM OUT AND THEN MOVE TO THIS SHELVING TO THE RIGHT, THERE'S PLENTY OF AMMUNITION ON IT.

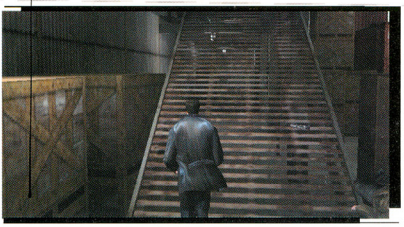
DANGER

Don't hop down on the tracks. The trains come by every few seconds and if you hop down, chances are you'll end up a meal for a subway train rather than a hero for unraveling a drug ring.

NOW MOVE TOWARD THIS SET OF SHELVES, BUT BEWARE THAT AN ENEMY SHOWS UP BEHIND IT AS YOU APPROACH. ALSO BEWARE THAT YOU WILL GET COMPANY ON THE WALKWAY JUST ABOVE THIS SHELF.



AS YOU MOVE FORWARD FROM THIS POSITION A PAIR OF ENEMIES COME AT YOU, BUT MORE WORRISOME IS THAT A GRENADE IS LOBBED AT YOU.



MOVE UP THE RAMP, KEEPING AN EYE OUT FOR DIME'S MEN.

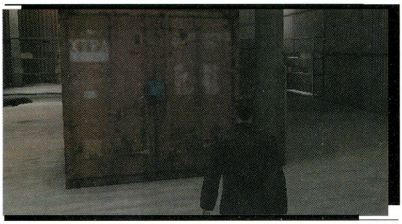
BULLET TIME

THERE'S AN ENEMY THAT RUNS UP THE STAIRS IN FRONT OF YOU HERE. SHOOT HIM AS HE RUNS UP OR HE'LL GET UP ON THE GRATING ABOVE YOU AND MAKE YOUR LIFE MISERABLE. AS SOON AS YOU DISPOSE OF HIM, THERE IS ANOTHER DUDE ON YOUR LEFT. USE A BULLET TIME JUMP TO MAKE SHORT WORK OF HIM.

TIP

PAIN KILLER

*There's a Bottle of **Painkillers** on this crate.*

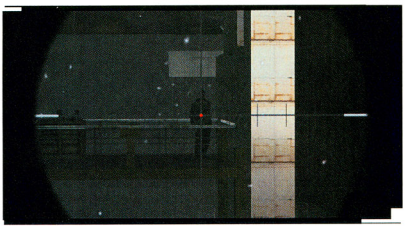


PAIN KILLER

ON THE SHELF TO THE RIGHT IN THIS SCREEN THERE'S SOME AMMUNITION AND EVEN A BOTTLE OF **PAINKILLERS**.

PAIN KILLER

THIS CARTON HAS OPEN DOORS. YOU CAN HOP IN AND GET THE **PAINKILLERS** AND SHOTGUN INSIDE. NOTE THE **PAINKILLERS** AND AMMUNITION ON THE CARTON TO THE RIGHT.



THROUGH THE NEXT DOOR IS AN ENEMY STANDING ON A CRANE MECHANISM. WHEN HE SEES YOU, HE STARTS THE MECHANISM MOVING TOWARD YOU (YOU WANT THIS TO HAPPEN). ONCE IT STARTS MOVING, SHOOT HIM.

The area with the mechanism is best completed by moving the mechanism from guard tower to guard tower while you kill the guards and pick up the ammunition and weapons. Your goal is to move the mechanism around to the doorway on the other side of the docks. Note that whenever you pick up anything in a guard tower several enemies appear on the ground. Use your Sniper Rifle (you immediately pick up some extra Sniper Rifle ammunition) to take the enemies out in this area.

ONCE ON THE MECHANISM YOU CAN HIT THE LEVER AND MOVE IT DOWN THE TRACK.

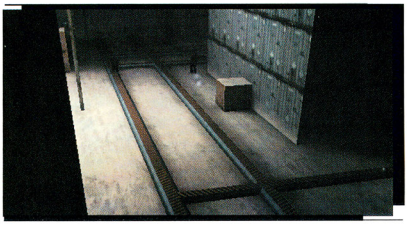
AFTER THE MECHANISM STOPS, USE THE SNIPER RIFLE TO TAKE OUT THE TWO GUARDS IN THE TOWERS YOU CAN SEE FROM THIS POSITION.

MOVE THE MECHANISM AGAIN, AND TAKE OUT THE GUARD THAT COMES INTO VIEW.

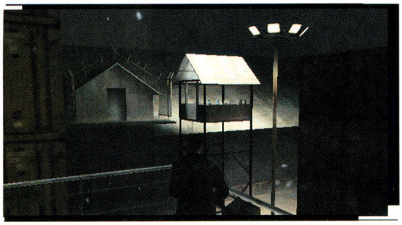
TiP

Sniper Rifle shots, not matter where you hit the enemy, are almost always fatal! This makes Sniper Rifle shots one of the best 'values' per shot; if you need to make a kill, the Sniper Rifle is a good bet.

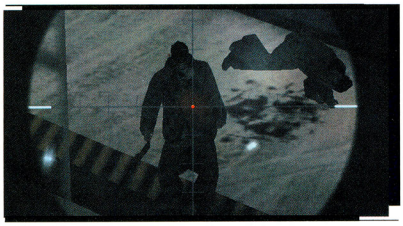
MOVE THE MECHANISM BESIDE THE TOWER, THEN JUMP OVER TO PICK UP THE AMMUNITION AND **PAINKILLERS**.



KEEP MOVING THE MECHANISM ALONG ITS TRACK AND KEEP TAKING OUT ANY GUARDS YOU SEE IN GUARD TOWERS.

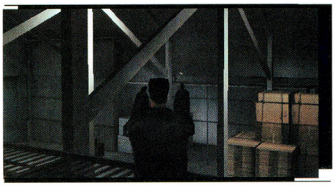


THE DOOR ACROSS FROM THIS GUARD TOWER IS WHERE YOU'RE HEADING



WHEN YOU PICK UP THE LAST BUNCH OF AMMUNITION IN THIS LAST GUARD TOWER, ANOTHER PAIR OF ENEMIES SHOW UP ON THE GROUND.

BULLET TIME



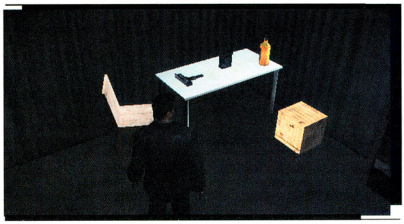
MOVE INTO THE WAREHOUSE. THIS AREA CONTAINS AT LEAST SIX ENEMIES. SOME OF THEM ARE ON THE GROUND, AND SOME ON THE CATWALK. THIS IS AN EXCELLENT OPPORTUNITY TO USE BULLET TIME TO LESSEN YOUR BURDEN.

CONTINUES

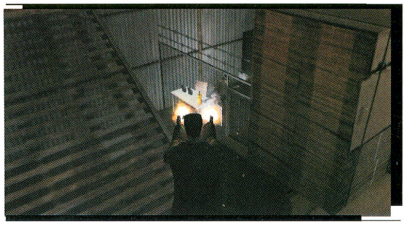
CONTINUED BULLET TIME

RUN DOWN ONTO THE FLOOR WITH YOUR INGRAMS IN HAND, AND USE BULLET TIME JUMPS TO TAKE THE ENEMIES DOWN ONE AT A TIME.

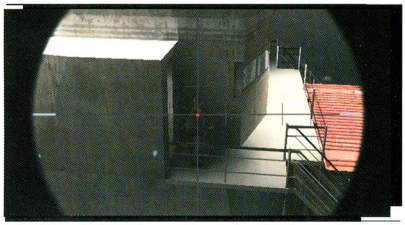
IT GETS VERY HAIRY IN THIS WAREHOUSE, BUT IF YOU STAY IN THIS AREA AND USE YOUR BEST WEAPONS YOU CAN THIN OUT THE ENEMY WITH MINIMAL RISK; THE CARTONS AROUND YOU PROVIDE SOME COVER FROM THE CATWALK ABOVE.



IN THE CORNER OF THE WAREHOUSE IS A **INGRAM** AND SOME AMMUNITION.



THERE'S A GUARD BEHIND THIS WIRE FENCE; YOU NEED TO HIT A SWITCH TO OPEN UP THIS AREA. AFTER YOU'VE TAKEN OUT THE GUARD IN THE FENCED-IN AREA, MOVE BACK TO THE LEFT TO THE OFFICE ON THE UPPER FLOOR.



THE *CHARON* CAN BE SEEN OUTSIDE THE WINDOW. YOU MIGHT AS WELL USE YOUR SNIPER RIFLE TO TAKE OUT ANYONE YOU CAN SEE.

HIT THE SWITCH AND THEN HEAD OUT DOWN THE WALKWAY AND TAKE OUT THE TWO GUYS COMING AFTER YOU.

TIP

As you're moving to leave the warehouse, stop to get some of the ammunition on top and inside of these cartons.

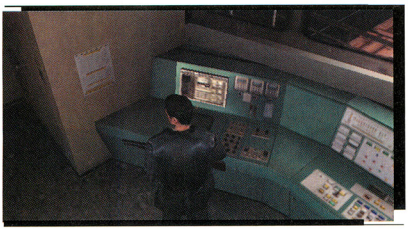
PICK UP THE VARIOUS SUNDRIES IN THE FENCED-IN AREA, THEN MOVE OUT THE DOOR TO MEET THE *CHARON* FACE TO FACE.

THERE ARE TWO GUARDS AS SOON AS YOU GET TO THE DOCK, TAKE THEM OUT AND GET ON THE SHIP, BUT BE READY FOR RESISTANCE BETWEEN THE CARTONS ON THE SHIP.

MOVE UP TO THE BRIDGE AND BEWARE OF THE GUY WITH THE SHOTGUN ON THE BRIDGE.

PAIN KILLER

ON THE BRIDGE THERE'S A PHONE THAT YOU SHOULD ANSWER, BUT FIRST GET THE **PAINKILLERS** FROM THE CABINET.



ON THE PHONE YOU TALK WITH ANGELO PUNCHINELLO (THE DON).

OPEN THE DOOR DOWN, AND BLOW AWAY THE DUDE THAT'S STANDING THERE - A SHOTGUN WORKS WELL FOR THIS. (HE THROWS A GRENADE AT YOU, SO DON'T RUN DOWN THE STAIRS UNTIL THE EXPLOSION IS OVER.)

AT THE BOTTOM OF THE STAIRS ARE TWO GUARDS JUST CROUCHED AND WAITING FOR YOU. USE A GRENADE TO TAKE THEM OUT IN ONE FELL SWOOP.

BULLET TIME

THROUGH THIS DOOR IS BORIS DIME AND HIS HENCHMEN. IT'S A TOUGH FIGHT. YOU MIGHT WANT TO START BY THROWING A GRENADE OR TWO INTO THE ENGINE ROOM.

PAIN KILLER

AFTER DIME IS DEAD, PICK UP ALL OF THE AMMUNITION AND **PAINKILLERS** IN THE ENGINE ROOM, THEN MOVE ON.

NEW WEAPON
COLT COMMANDO

IN THE FORWARD COMPARTMENT ARE ALL THE GUNS AND AMMUNITION YOU COULD POSSIBLY WANT, INCLUDING A NEW WEAPON, THE **COLT COMMANDO**. VLADIMIR INSTRUCTS YOU TO MEET HIM ON THE BRIDGE.

PG. 10

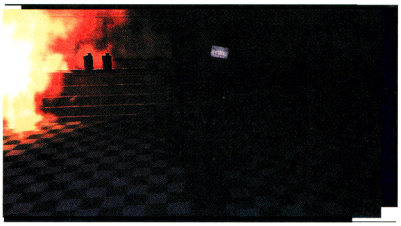
NOTE

The Colt Commando is one of the best weapons in the game. It packs excellent stopping power and can take an enemy down with one well-placed shot, but it can also fire rapidly and really lay a licking on a group of enemies. The other great advantage of the Colt Commando is that it's more accurate at long range than the Desert Eagle.

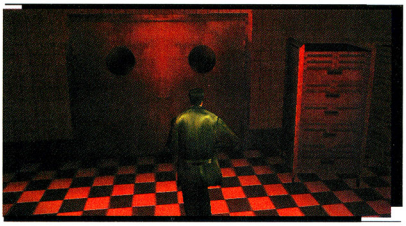
NYPD

CHAPTER FOUR: PUT OUT MY FLAMES WITH GASOLINE

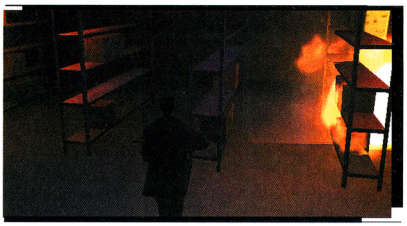
Vladimir congratulates you, and gives you the weapons you want. You call Punchinello to cut a deal, he tells you to meet him at the Casa de Angelo, his restaurant, in one hour. When you arrive at the restaurant, it starts on fire immediately. You have only a few seconds to start running, and then once you're running you must make the right decision at every turn or you'll end up like a charcoal briquette.



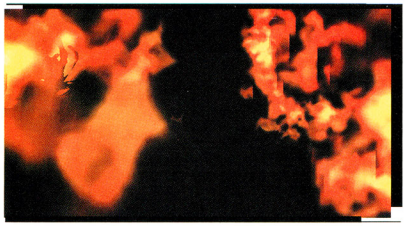
AS SOON AS YOU START TO MOVE, THE FIRE STARTS, AND IN EACH ROOM YOU'LL BE ROCKED BY AN EXPLOSION WHILE THE FLAMES CRAWL UP THE WALLS AROUND YOU.



KEEP MOVING THROUGH THIS AREA.



IN THIS ROOM THE STORAGE SHELVES FALL AFTER JUST A FEW SECONDS. YOU HAVE TO CUT ACROSS THEM AND THEN GO THROUGH THE BURNING DOOR ON THE OTHER SIDE.



WHEN YOU GET INTO THIS ROOM YOU HAVE TO GO RIGHT AND LOOP ALL THE WAY AROUND THE FIRE, EFFECTIVELY FOLLOWING THE PERIMETER OF THE ROOM TO GET OUT.

AS IF TO ADD INSULT TO INJURY THERE'S A GUARD IN THE KITCHEN WHO OPENS FIRE ON YOU AS SOON AS YOU GET CLEAR OF THE FLAMES.

IN THIS HALLWAY YOU HAVE TO RUN AS FAST AS YOU CAN (NO HESITATION) AND STICK TO THE RIGHT SIDE OF THE WALL.

GRAB THE **PAINKILLERS**, READY YOUR COLT, AND THEN KEEP GOING.

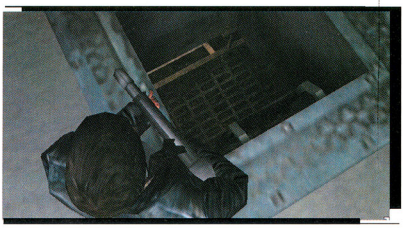
IT MAY SEEM LIKE THERE'S NO WAY OUT, BUT YOU CAN HOP UP ON THIS BURNING BARRICADE AND THEN GO THROUGH THE DOORS BEYOND.

THROW A COUPLE GRENADES DOWN THE STAIRCASE BEFORE YOU HEAD DOWN YOURSELF.

BULLET TIME

PG. 8

AT THE BOTTOM OF THE STAIRS THERE MAY STILL BE ONE MORE THUG TO TAKE OUT. USE A BULLET TIME JUMP TO DO IT WITH THE COLT COMMANDO AS YOUR WEAPON. YOU'LL GET A NEW WEAPON HERE AS WELL, THE **JACKHAMMER**.



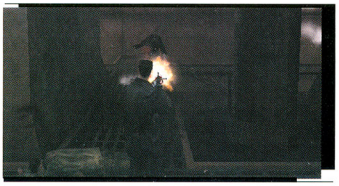
TAKE THIS TRAP DOOR DOWN TO THE SEWERS BELOW, AND HAVE YOUR COLT READY TO GO.

BULLET TIME

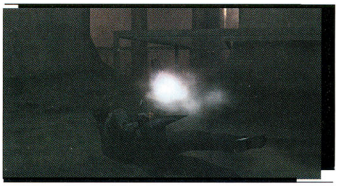
THERE ARE THREE GUYS JUST WAITING FOR YOU. USE YOUR COLT COMMANDO TO TAKE THEM ALL OUT IN A JIFFY. USING BULLET TIME WILL REALLY SHOW OFF THE POWER OF THE COLT COMMANDO.

CONTINUES

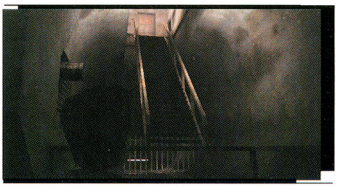
CONTINUED BULLET TIME



THERE ARE TWO MORE GUARDS JUST AROUND THE CORNER.



JUMP DOWN TO THE WATER LEVEL, THEN BREAK OUT THE JACKHAMMER TO TAKE CARE OF THE LAST FEW GUARDS BEFORE YOU GET OUT OF THE SEWER.

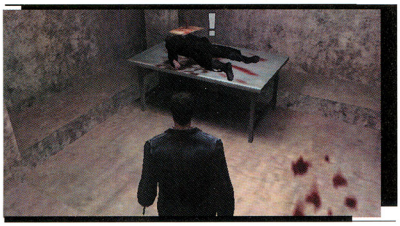


CLIMB THE STAIRCASE TO GET TO THE NEXT AREA AND OUT OF THE SEWER. YOU MEET UP WITH VLADIMIR THERE.

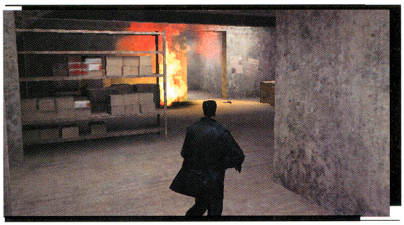
NYPD

CHAPTER FIVE: ANGEL OF DEATH

Vladimir picks you up in his black Mercedes to take you to Punchinello's manor. You must face Punchinello's 'Trio', who were legendary in the annals of organized crime, but that's not going to stop you now.



GO DOWN THE STAIRS AND INTO THE FIRST ROOM, THEN CHECK OUT THE CORPSE ON THE TABLE. AFTER YOU'RE SATISFIED, MOVE ON.



AS SOON AS YOU WALK INTO THE ROOM TWO GUARDS ARE SNIFFING AROUND BY THE FAR DOORWAY. TAKE THEM OUT WITH YOUR COLT BY SHOOTING THE CANS OF GASOLINE BY THE DOORWAY.

BULLET TIME

USE YOUR COLT ON THESE GUYS. BULLET TIME IS ALWAYS A GOOD IDEA IN THESE CRAMPED HALLWAYS.

TIP

If one of them hides around the corner, use a Grenade to flush him out.

CONTINUES

PAIN KILLER

BEHIND THIS DOOR IS A GUY THAT'S ALMOST ASSUREDLY GOING TO HIT YOU WITH A SHOT. THE DOWNSIDE IS THAT THERE ISN'T REALLY MUCH IN THIS ROOM WORTH GOING IN FOR EXCEPT FOR A PAIR OF **PAINKILLERS**. THE ENEMY IS DIRECTLY TO YOUR LEFT WHEN YOU ENTER - USE BULLET TIME OR YOU'LL END UP USING THE NEWFOUND PAINKILLERS TO HEAL WOUNDS.

THE NEXT AREA HAS THREE GUARDS THAT YOU OVERHEAR DISCUSSING WHETHER OR NOT TO CALL THE 'GUYS UPSTAIRS'. FORTUNATELY FOR YOU THEY DECIDE AGAINST IT. USE A CLEVER JUMP AND A PAIR OF INGRAMS TO FINISH THEM QUICKLY.

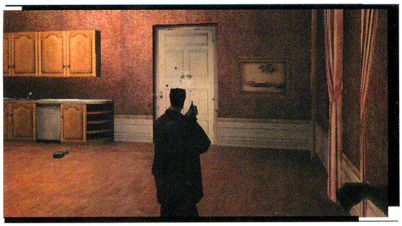
PAIN KILLER

GO UP THE STAIRS AND INTO THIS ROOM. THE TRIO IS IN THE ROOM JUST BEYOND THIS ONE. STOCK UP ON **PAINKILLERS** HERE, AND GET YOUR WEAPONS READY. WE RECOMMEND THE COLT COMMANDO FOR THIS JOB, FOLLOWED BY THE DUAL INGRAMS.

OPEN THE DOOR AND FIRE AT THEM, DO *NOT* GO INSIDE THE ROOM YET. TAKE DOWN AT LEAST ONE OF THEM FROM OUTSIDE THE ROOM BEFORE YOU ENTER IT.

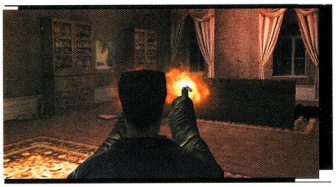
NOTE

Check out the Tarot cards on the table. Basically, they tell you that you're there to take Punichello down!



TAKE DOWN ONE OR TWO OF THE GROUP WITH YOUR COLT FROM THE KITCHEN. IF THE HEAT GETS TOO HOT, JUST BACK UP IN TO THE KITCHEN AND LET THE DOOR SHUT, THE TRIO WON'T FOLLOW YOU.

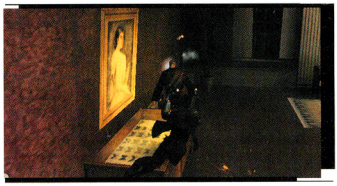
BULLET TIME



WHEN JUST ONE MEMBER IS LEFT, ENTER THE OFFICE AND GO INTO BULLET TIME TO FINISH THE JOB.

AFTER THE THREE DUDES BEHIND THE TABLE ARE DEAD, TWO MORE THUGS RUN IN AND OPEN FIRE ON YOU. DON'T STAND AROUND GLOATING, TURN BACK TO THE DOOR YOU JUST CAME THROUGH AND BE READY FOR MORE ACTION

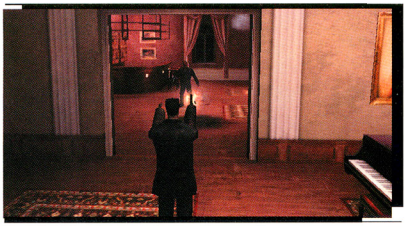
BULLET TIME



MOVE OUT INTO THE FOYER OF THE HOUSE. THERE'S A GUY IN A TRENCH COAT DIRECTLY TO YOUR LEFT AS YOU GO THROUGH THE DOOR. USE BULLET TIME AND A JUMP RIGHT AT HIM WITH DUAL INGRAMS TO GIVE HIM A 'HELLO' HE WON'T SOON FORGET.

THERE'S A GUY UP ON THE BALCONY THAT YOU CAN TAKE OUT WITH A BACKWARDS JUMP.

IN THE NEXT ROOM THERE'S ONE ENEMY, AND HE'S HID VERY WELL BEHIND A PLANT. STEP INTO THE ROOM, TURN LEFT, AND SHOOT HIM BEFORE HE CAN SHOOT YOU.



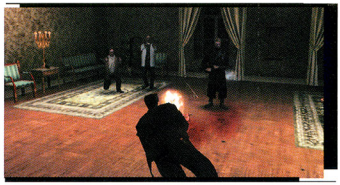
IN THE NEXT ROOM THERE ARE THREE TOUGH ENEMIES. TOSS A GRENADE IN RIGHT AWAY, THEN BACKUP QUICKLY BECAUSE THEY TOSS GRENADES AT YOU, TOO!

YOU DON'T HAVE TO GO INTO THE BAR ROOM, THE ENEMIES ALL COME TO YOU IF YOU JUST WAIT.

AS YOU MOVE INTO THE FOYER, YOU ENCOUNTER A GUY IN A RED SHIRT WITH DUAL INGRAMS. IF YOU EVEN HESITATE FOR A MOMENT YOU ARE DEAD. THE BEST THING TO DO IS THE GET YOUR SNIPER RIFLE OUT, GO INTO SNIPER MODE BEFORE YOU OPEN THE DOOR, AND THEN TAKE HIM OUT WITH ONE QUICK SHOT.

BULLET TIME

WHEN YOU ENTER THE ROOM AGAIN BEWARE OF A GUY WITH A DEADLY SHOTGUN JUST ON THE FAR SIDE OF THE STAIRS. AGAIN, A BULLET TIME JUMP IS THE ANSWER.

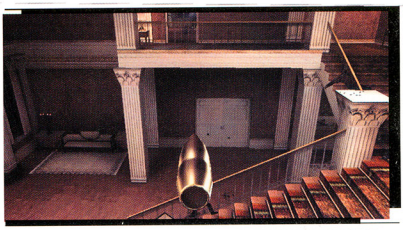


GO UP THE STAIRS AND TO THE DOOR ON THE RIGHT. THERE ARE THREE ENEMIES IN THERE AND THE ONLY WAY TO TAKE THEM OUT WITHOUT LOSING YOUR HEAD (LITERALLY) IS TO USE YOUR DUAL INGRAMS IN BULLET TIME. IF YOU DON'T HAVE ANY AMMUNITION FOR THEM, THE COLT COMMANDO OR RAPID-FIRE JACKHAMMER WOULD BE YOUR NEXT CHOICES.

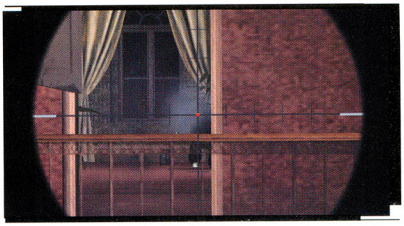
NOTE *It's very hard to effectively lob Grenades into the rooms in this manor because the enemies are often standing out of the throwing path of the Grenades.*

WHEN YOU LEAVE THE ROOM THERE IS A DOOR ACROSS THE HALLWAY CLOSE. MOVE OVER TO IT.

WALK UP TO THE DOOR AND TRY THE HANDLE, THEN GET THE HECK OUT OF THERE BECAUSE IT BLOWS UP!



AFTER THE DOOR BLOWS, DO NOT MOVE IN FRONT OF THE DOOR. THERE'S A GUY THERE WITH AN M79 GRENADE LAUNCHER THAT WILL TAKE YOU DOWN WITH ONE SHOT. THERE'S NOTHING YOU CAN DO WITH HIM AT CLOSE RANGE.



MOVE ACROSS TO THE FAR LANDING AND USE YOUR SNIPER RIFLE TO TAKE OUT THE GRENADE LAUNCHER. THE M79'S RANGE IS LIMITED AND HE WON'T BE ABLE TO HIT YOU, BUT YOU SHOULD BE ABLE TO TAKE HIM OUT WITH ONE SHOT.

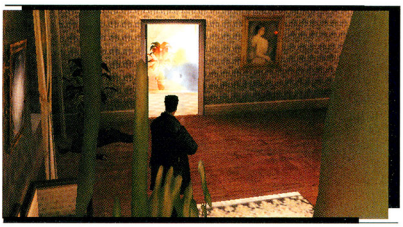
BULLET TIME

NEW WEAPON
M79 GRENADE LAUNCHER

KILL THE TWO GUYS BY THE BED WITH SOME BULLET TIME, THEN PICK UP THE M79 GRENADE LAUNCHER.

PG. 11

PART 2: A COLD DAY IN HELL



IT'S TIME TO PUT YOUR NEW TOY TO GOOD USE. GET CLOSE ENOUGH TO THE DOOR TO OPEN IT, THEN BACK AWAY QUICKLY AND FIRE A GRENADE INTO THE BATHROOM. MAKE SURE YOU'RE NOT TOO CLOSE, BECAUSE THE EXPLOSION HAPPENS VERY QUICKLY.

PICK UP THE PHONE IN THE NEXT ROOM. ALFRED WODEN'S ON THE PHONE. HE INFORMS YOU THAT AN ARMED HELICOPTER JUST LANDED ON THE GROUNDS.

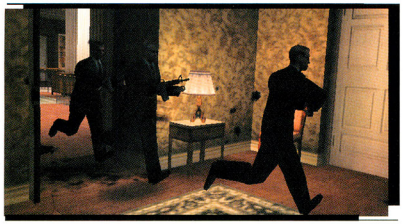
THERE'S A CABINET FULL OF **PAINKILLERS** IN THE BATHROOM, AND AT THIS POINT, YOU PROBABLY NEED IT.

MOVE OUT INTO THE NEXT AREA AND DISPOSE OF THE LAST MEMBER OF PUCHINELLO'S TRIO. A GOOD WHACK WITH DUAL INGRAMS SHOULD DO THE TRICK JUST FINE.

ENTER THE BEDROOM. YOU WON'T KNOW IF IT'S MONA OR HER SISTER.

BULLET TIME

IN THE NEXT ROOM THERE ARE TWO HEAVILY ARMED GUARDS WHO WON'T TAKE NO FOR AN ANSWER. USE BULLET TIME AND CROSS-ROOM JUMPS TO TAKE THEM DOWN WITHOUT TAKING TOO MANY HITS YOURSELF.



THROUGH THE NEXT ROOM IS PUNCHINELLO. PUNCHINELLO TALKS TO YOU, AND THEN THREE WELL-DRESSED GUARDS WITH HIGH-POWERED WEAPONS BURST IN AND SHOOT PUCHINELLO, AND THEN TURN THEIR ATTENTION TO YOU!

BULLET TIME

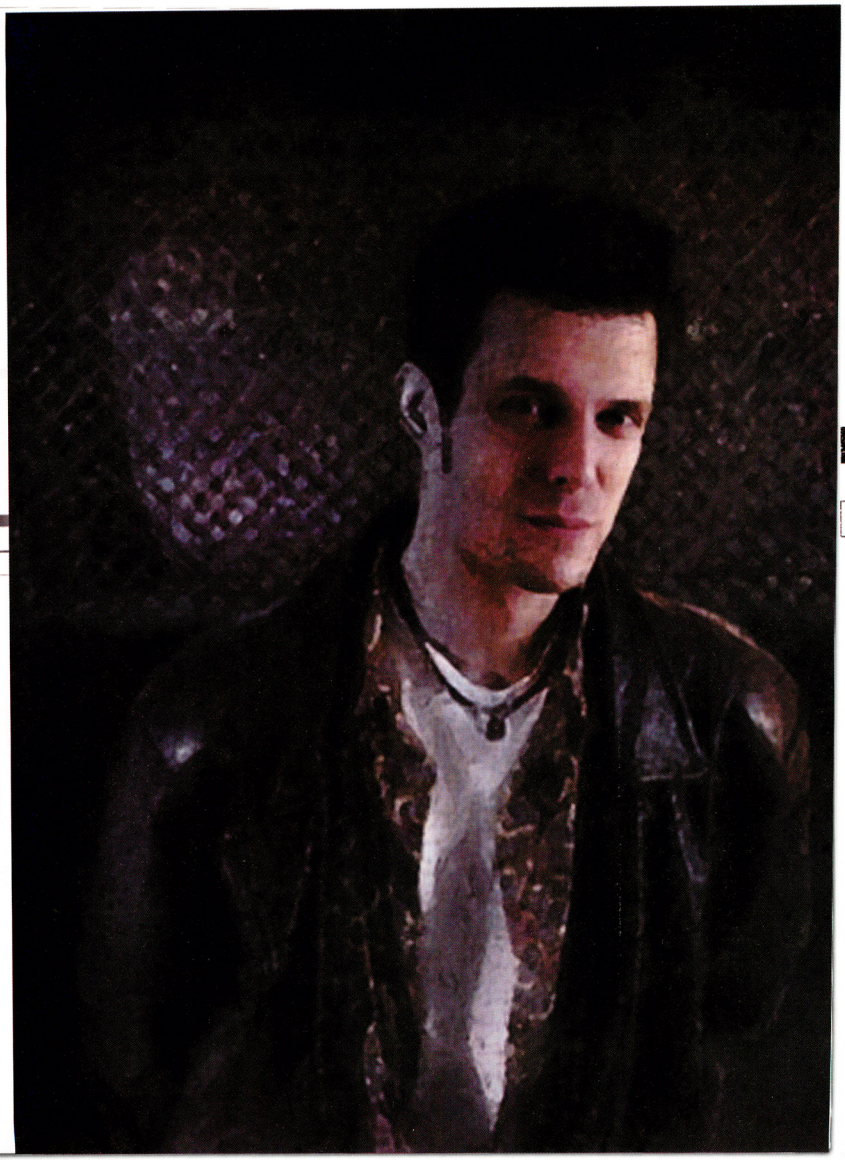
AS SOON AS YOU HAVE CONTROL, GO INTO BULLET TIME AND POP EACH OF THEM WITH THREE ROUNDS OF THE COLT IN THEIR HEADS. IF YOU TRY TO DO A BULLET TIME JUMP, THEY'LL SHRED YOU AS SOON AS YOU HIT THE FLOOR, SO INSTEAD GO FOR STRAIGHT-UP BULLET TIME AND HOPE YOU HAVE ENOUGH!

AS YOU LEAVE PUCHINELLO'S OFFICE, YOU RUN INTO AN ARMY OF BAD GUYS. THIS LEVEL IS OVER.

NYPD

PART 3

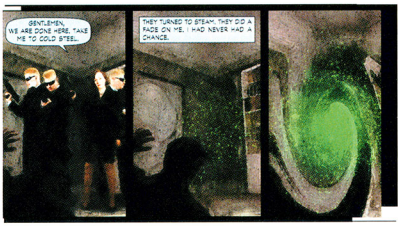
A BIT CLOSER TO HEAVEN



After Punchinello's death, you're stopped by a 'mystery witch' who's described as a real barracuda, trouble on dagger heals with a smoking assault rifle in her hands. Protected by an army of killer suits behind her, she approaches you and gives you a dose of the green stuff, which is enough to ruin anybody's day. Clearly this is the lady that you've been after all along, and if you can survive what she's doing to you now, she's the one you'll be hunting down.

PRELUDE: THE DRUG TRIP

The mystery witch has given you an overdose of Valkyr. As Max puts it "The shadows rushed me, bruised mug-shot faces hungry for revenge. They know my weak spots and closed in for the kill. The floor turned into a vortex of green blood." You must find your way out of this drug trip, if you're going to get the mystery woman in the end.



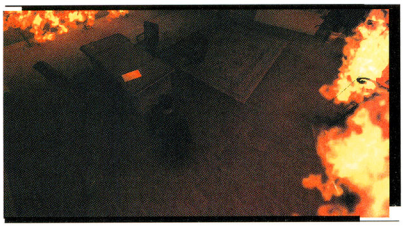
THE DRUG TAKES EFFECT QUICKLY.

HERE YOU ARE AGAIN, IN A DISTORTED REALITY THAT MUST TRY TO ESCAPE WITHOUT LOSING YOUR MIND.

MOVE THROUGH THE FIRST FEW ROOMS. YOUR TRIP TAKES YOU FROM PUNICHELLO'S OFFICE TO YOUR OLD HOUSE.

GO BACK UPSTAIRS (YET AGAIN) IN YOUR HOUSE.

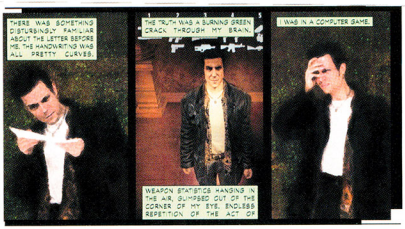
MOVE THROUGH THE BABY'S ROOM.



YOU END UP IN ANOTHER VERSION OF PUNICHELLO'S OFFICE, THIS TIME WITH THE WALLS BURNING.

THERE WAS SOMETHING DISTURBINGLY FAMILIAR ABOUT THE LETTER BEFORE ME. THE HANDWRITING WAS ALL PRETTY CURVES.
THE TRUTH SPLIT MY SKULL OPEN, A BLAZING GREEN LIGHT WASHING THE LIES AWAY.
I WAS IN A GRAPHIC NOVEL.

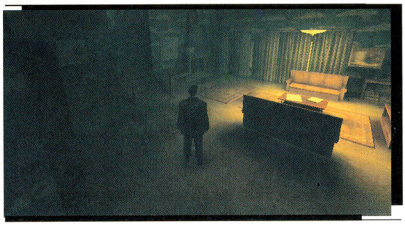
LOOK AT THE LETTER AND ANSWER THE PHONE. THE REVELATION WILL BE THAT YOU'RE IN A GRAPHIC NOVEL AND NOT IN REAL LIFE!


THERE WAS SOMETHING DISTURBINGLY FAMILIAR ABOUT THE LETTER BEFORE ME. THE HANDWRITING WAS ALL PRETTY CURVES.
THE TRUTH WAS A BURNING GREEN CRACK THROUGH MY BRAIN.
WEAPON STATISTICS HANGING IN THE AIR, BURNED OUT OF THE CORNER OF MY EYE. ENDLESS REPETITION OF THE ACT OF
I WAS IN A COMPUTER GAME.

MOVE THROUGH THE DOORWAY OUT OF THE OFFICE. YOU END UP BACK IN THE SAME PLACE! THIS TIME WHEN YOU READ THE LETTER YOU REALIZE THAT YOU'RE IN A COMPUTER GAME!

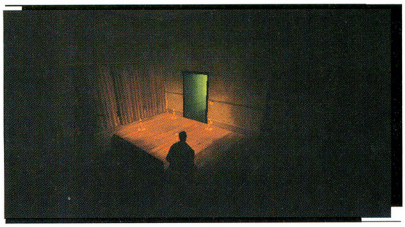
...DON'T LOSE IT. IT'S VALKYR. THE DRUG. SNAP OUT OF IT! TRY TO REMEMBER...
IT WAS A BAD LINE AND A PRANK CALL. SOMEONE SPOUTING INSANE BABBLE.
I COULDN'T MAKE SENSE OF IT.
BUT I HAD AN OVERWHELMING SENSE OF DEJA VU, AND THE CALLER'S VOICE SOUNDED OODLY FAMILIAR.

ANSWERING THE PHONE IN THIS ROOM HELPS YOU TO GET A GRIP ON REALITY.



KEEP ON MOVING. YOU END UP BACK IN THE DOWNSTAIRS LIVING ROOM OF YOUR OLD HOUSE AGAIN!

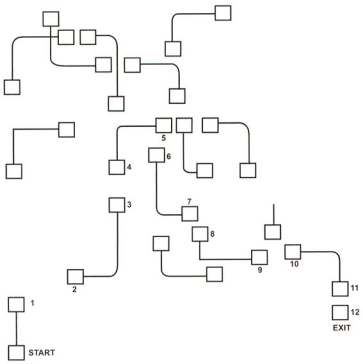
PART 3: A BIT CLOSER TO HEAVEN



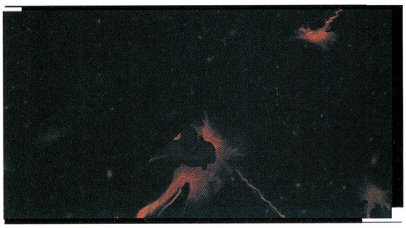
GO UPSTAIRS AND KEEP MOVING UNTIL YOU SEE THIS DOORWAY.

MOVE DOWN THIS HALLWAY AND GET READY FOR ANOTHER DIFFICULT MAZE.

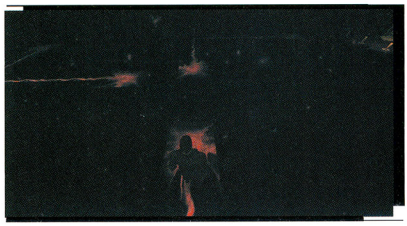
MAP OF DRUG TRIP MAZE



FOLLOW THE DIRECTIONS ON THE MAP TO GET TO THE OTHER SIDE OF THE MAZE. NOTE THAT THE BLOOD TRAILS AND PLATFORMS IN THE REAL MAZE ARE ABOVE AND BELOW EACH OTHER.



THE FIRST JUMP (1) IS A JUMP DOWN. SAVE OFTEN BECAUSE IT'S EASY TO MISJUDGE A JUMP AND LOSE YOUR LIFE.



THIS AREA IS EXTREMELY DIFFICULT TO NAVIGATE BECAUSE YOUR FIELD OF VISION IS SO LIMITED.

THIS IS THE EXIT. JUST WALK TOWARD THE CRIB AND YOU'LL MOVE BEYOND THIS AREA.

MOVE TOWARD THE BED TO GET AN EXTREMELY CREEPY FLASHBACK INVOLVING YOUR WIFE.

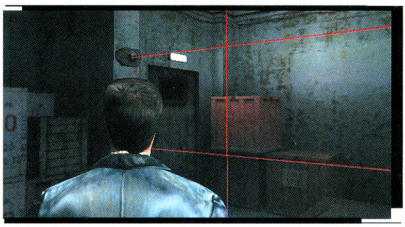
NYPD

CHAPTER ONE: TAKE ME TO COLD STEEL

SLOWLY YOU COME OUT OF THE VALKYR-INDUCED TRIP. VOMITING AND SHAKING, YOU DRIVE TO THE COLD STEEL FOUNDRY OUTSIDE THE CITY. YOU ARE GOING AFTER THE MYSTERY WITCH, WHO THINKS YOU'RE DEAD, THUS GIVING YOU THE ADVANTAGE. THIS PLANT IS WELL DEFENDED, SO AGAIN YOU HAVE YOUR WORK CUT OUT FOR YOU.

YOU START OFF BADLY INJURED AND WITH ONLY A LEAD PIPE AND YOUR BERETTA.

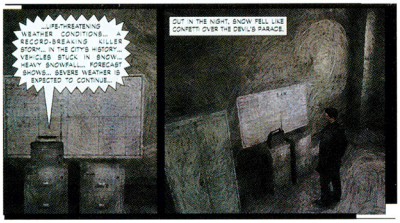
SMASH THE GLASS AND THEN JUMP DOWN INSIDE THE BUILDING.



INSIDE, YOU ENCOUNTER SOME LASER TRAPS THAT ARE IMPASSIBLE. IF YOU HAD A GRENADE YOU COULD TOSS ONE INTO THIS ROOM TO TAKE THE TRAPS OUT, BUT YOU DON'T HAVE A GRENADE, SO YOU MUST DEAL WITH THESE ANOTHER WAY.

BACK UP INTO THE PREVIOUS ROOM AND SHOOT THE LASER TRAPS FROM AS FAR AWAY AS YOU CAN. THE RESULTING EXPLOSION WILL TAKE THEM ALL OUT.

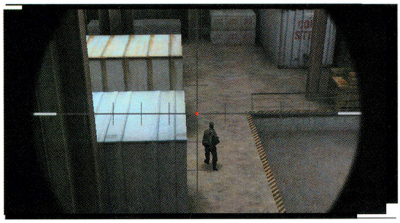
GO IN THROUGH THE DOOR ON THE RIGHT. INSIDE ARE AMMUNITION, A **SNIPER RIFLE**, AND INSIDE THE CABINETS, A **GRENADE**.


...LIFE-THREATENING WEATHER CONDITIONS... A RECORD-BREAKING KILLER STORM... IN THE CITY'S HISTORY... VEHICLES STUCK IN SNOW... HEAVY SNOWFALL... FORECAST SHOWS... SEVERE WEATHER IS EXPECTED TO CONTINUE...
OUT IN THE NIGHT, SNOW FELL LIKE CONFETTI OVER THE DEVIL'S PARADE.

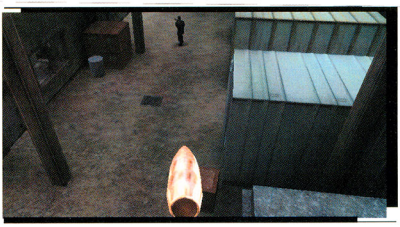
LISTEN TO THE RADIO TO FIND OUT THAT THE STORM IS ANYTHING BUT OVER.

DANGER

The enemies in Part 3 of Max Payne are a notch above anything you've faced before. The personal security guards (the guys in the suits) are the toughest of all. When you have the chance to take out the enemy with a head shot, do it. Mess with these guys and you may end up in an oblong box.



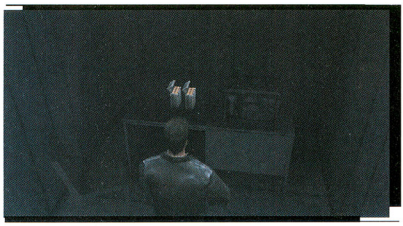
GET YOUR SNIPER RIFLE READY AND MOVE INTO THE NEXT ROOM. THERE ARE TWO GUARDS ON THE WAREHOUSE FLOOR BENEATH YOU WALKING AWAY FROM YOUR POSITION. TAKE THEM OUT WITH THE SNIPER RIFLE.



TAKING OUT THESE TWO GUYS PROVIDES YOU WITH A **COLT COMMANDO** AND A **DESERT EAGLE**.

ON THE SHELF AT THE BACK OF THE UPPER LEVEL ARE A **COLT COMMANDO** AND SOME AMMUNITION. PICK IT UP BECAUSE YOU'RE REALLY GOING TO NEED IT!

WHEN YOU MOVE DOWNSTAIRS BEWARE THAT THERE'S A S.W.A.T. TEAM MEMBER IN THIS CRATE. AS SOON AS YOU GET CLOSE ENOUGH THE RADIO CHATTER SAYS "SHOOT TO KILL" OR "HOSTILE CONTACT!" THE DOORS OPEN AND YOU ARE ATTACKED. BE READY FOR THIS GUY AND TAKE HIM OUT BEFORE HE CAN GET A SHOT OFF.

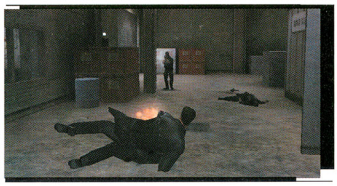


INSIDE THE CRATE ARE A **SHOTGUN** AND SOME AMMUNITION.

PAIN KILLER

IN THE ROOM ACROSS FROM THE CRATE ARE JUST WHAT THE DOCTOR ORDERED – SOME **PAINKILLERS** AND MORE AMMUNITION.

BULLET TIME



AS SOON AS YOU MOVE AROUND THIS ROOM FOR EVEN A FEW STEPS, ANOTHER ENEMY COMES AT YOU. USE BULLET TIME AS YOU JUMP OUT OF THE ROOM TO TAKE HIM DOWN.

CONTINUES

OPEN THIS LARGE DOOR, BUT BE READY FOR THE TWO GUYS BEHIND IT.

AGAIN, IT WOULD BE SMART TO USE BULLET TIME HERE BECAUSE THESE TWO GUYS ARE BEHIND COVER AND THEY ARE VERY, VERY ACCURATE WITH THEIR WEAPONS.

THROUGH THE NEXT DOOR IS ANOTHER TRAP. USE YOUR COLT COMMANDO TO BLOW IT UP FROM THE ROOM YOU'RE IN.

MOVE INTO THE ROOM AND THEN TURN AROUND AND RUN OUT IMMEDIATELY AFTER HEARING THE CLANK OF A GRENADE.

AFTER THE GRENADE GOES OFF, ANOTHER ENEMY IS RIGHT BEHIND IT, SO BE READY TO TAKE HIM OUT.

IN THE NEXT ROOM IS ANOTHER LARGE DOOR. OPEN IT UP, THEN MOVE BACK BEHIND ONE OF THE CRATES IN THE ROOM BECAUSE YOU FACE A COUPLE OF HIGHLY ACCURATE SHOOTING ENEMIES.

BULLET TIME

THE BEST OPTION IS TO MOVE STRAIGHT INTO THE ROOM AND USE BULLET TIME TO TAKE THE ENEMIES DOWN.

THERE'S ALSO A GUARD UP ABOVE YOU TO THE LEFT. YOU'LL HAVE TO SHOOT THROUGH THE GRATING TO HIT HIM.

CROSS OVER THE CONTROL CENTER AND PICK UP THE AMMUNITION LEFT BEHIND. THE ROOM DIRECTLY ACROSS HAS NOTHING IN IT.

PART 3: A BIT CLOSER TO HEAVEN

MOVE UPSTAIRS WHERE THERE IS A CABINET WITH **PAINKILLERS** IN IT.

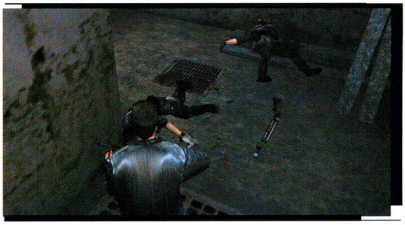
TiP

Always stay on your toes in Part 3. There are enemy guards everywhere, and often moving from one area of a room to another triggers a new group of enemies to run in and attack you. The level of intensity here is much higher than in past levels.

THE CONTROL CENTER ON THE OTHER SIDE OF THE ROOM HAS A SHELF WITH A **JACKHAMMER** AND AMMUNITION ON IT.

THE ROOM IN THE CORNER KITTY CORNER TO WHERE YOU ENTERED HAS GUARDS *AND* A LASER TRAP. TOSS A GRENADE IN TO TAKE CARE OF THEM, OR SHOOT THE TRAP.

BEFORE YOU MOVE FORWARD MAKE SURE TO MOVE INTO THE SMALL FENCED IN AREA JUST PAST THE DOOR WHERE YOU CAN GET SOME AMMUNITION.



MOVE PAST THE AREA WHERE THE TRAPS WERE AND THROUGH THE NEXT DOOR.

BULLET TIME

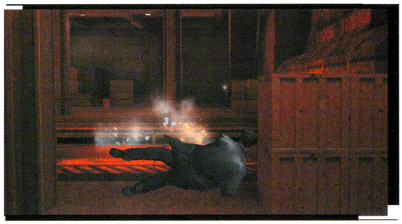
THIS NEXT ROOM IS TRICKY. THERE'S A GUY ON THE CATWALK TO YOUR LEFT THAT ALMOST IMMEDIATELY TOSSES A GRENADE AT YOU. BECAUSE THERE ARE ALSO EXPLOSIVE DRUMS OF GAS NEAR YOU, ANY NEARBY EXPLOSION WILL CERTAINLY KILL YOU. WHAT YOU NEED TO DO IS RUN INTO THE ROOM, TURN LEFT, THEN ENTER BULLET TIME AND TAKE THE GUY ON THE CATWALK OUT WITH YOUR COLT COMMANDO OR SNIPER RIFLE *BEFORE* HE CAN THROW A GRENADE AT YOU.

CONTINUES

CONTINUED BULLET TIME

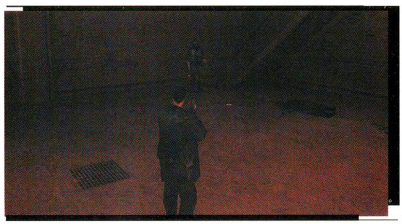
NOTE

If you don't have enough Bullet Time to take out the Grenade-thrower from afar, run straight at him with guns blazing. Chances are that he will throw the Grenade far enough past you that you won't take too much damage from the resulting explosion.



TAKE OUT THE GUARD ACROSS THE WAY WITH YOUR COLT COMMANDO OR SNIPER RIFLE. BE CAREFUL NOT TO STAND IN ONE PLACE TOO LONG OR HE WILL POP YOU IN YOUR HEAD.

MOVE UP THE CATWALK AND HOP OVER THE RAILING. AS SOON AS YOU DO THIS, A GUARD COMES OUT OF THE DOOR *BEHIND* YOU. TAKE HIM OUT AND THEN KEEP MOVING.

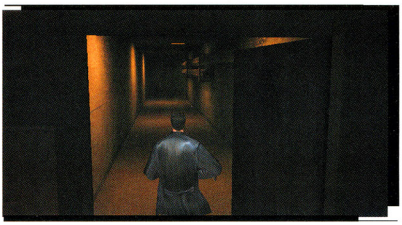


MOVE OVER THE RAILING AND JUMP DOWN TO THE LOWER LEVEL. AGAIN, ANOTHER GUARD COMES AT YOU.

DANGER

If you try to jump on the area in the middle of this room, you will ignite into a ball of flames. Needless to say, it's too hot for a human to survive.

PICK UP THE WEAPONS AND **PAINKILLERS**, THEN MOVE UPSTAIRS.



ONCE UPSTAIRS, HEAD THROUGH THE ONLY OPEN DOOR AND INTO THIS CORRIDOR.

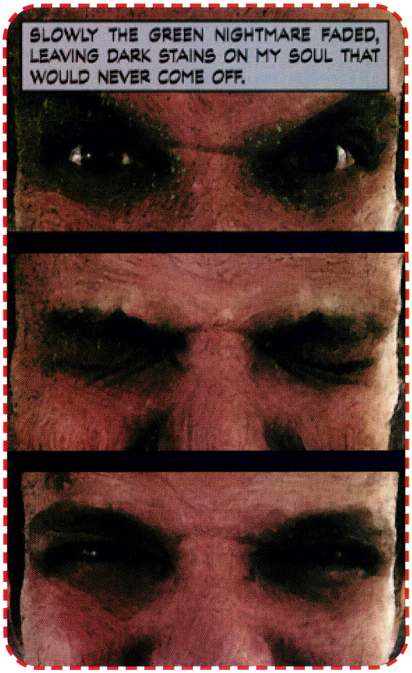
THERE ARE GUARDS AROUND EVERY CORNER IN THIS CORRIDOR, SO BE READY WITH YOUR COLT COMMANDO TO TAKE EACH OF THEM OUT WITH JUST A FEW SHOTS.

PART 3: A BIT CLOSER TO HEAVEN

AS YOU ROUND THE LAST CORNER YOU COME ACROSS A GUARD WHO THROWS A GRENADE AT YOU. IF YOU IMMEDIATELY TURN AND RUN, HE WILL FOLLOW YOU AND BLOW HIMSELF UP WITH HIS OWN GRENADE!

GET THE AMMUNITION AND **PAINKILLERS** INSIDE THIS ROOM, THEN CHECK OUT THE RADIO ON THE TABLE!

THERE ARE TWO GUARDS IN THIS ROOM. THE JACKHAMMER WILL MAKE SHORT WORK OF THEM.



THERE ARE TWO GUARDS IN THE ROOM HALFWAY DOWN THE CORRIDOR. THE GLASS IS NOT BULLET PROOF, SO TAKE THEM OUT AS SOON AS YOU SEE THEM.

NYPD

CHAPTER TWO: HIDDEN TRUTHS

THE RADIO TELLS YOU THAT THEY KNOW YOU'RE THERE, AND THEY'RE GOING TO GET READY TO DESTROY THE EVIDENCE. YOU'D BETTER HURRY.

GRAB THE **PAINKILLERS** AND **GRENADE** OFF THE SHELF IN FRONT OF YOU, THEN GET A MOVE ON.

AS SOON AS YOU MOVE FORWARD IN THIS ROOM A GUY BUSTS THROUGH THE DOOR ON YOUR LEFT.

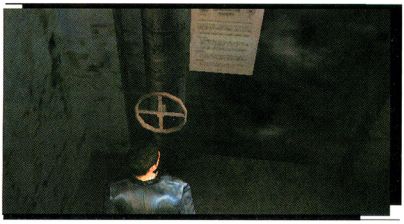
THERE'S ALSO A DUDE INSIDE THE ROOM BEYOND. HE'S GOT A SHOTGUN SO BE CAREFUL NOT TO TAKE A POINT-BLANK HIT FROM HIM.

INSIDE THE ROOM IS AN ASSORTMENT OF GOODIES, INCLUDING MORE **PAINKILLERS** AND A **MOLOTOV COCKTAIL** IN THE CABINET.

ON THE TABLE IS A FOLDER. IT PROVIDES INFORMATION ON A CHEMIST WHO TRIED TO SMUGGLE SOME V OUT FOR HIS OWN PRIVATE PARTY. HE'S LOCKED UP IN CELL B7 IN THE OLD TEST FACILITY.

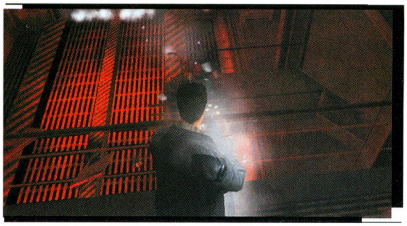
IN THE NEXT ROOM IS ONE MORE GUARD WAITING FOR YOU. USE YOUR JACKHAMMER TO PUT HIM DOWN IN A HURRY.

THE NEXT ROOM HAS A WEB OF LASERS IN IT. TOSS IN A GRENADE TO TAKE THEM OUT.

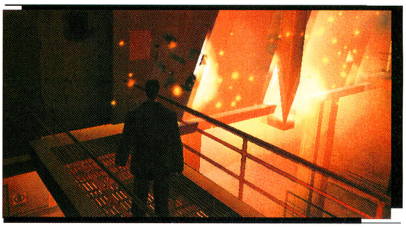


TURN THE WHEEL TO EXTINGUISH THE GAS JET SO THAT YOU CAN GET PAST.

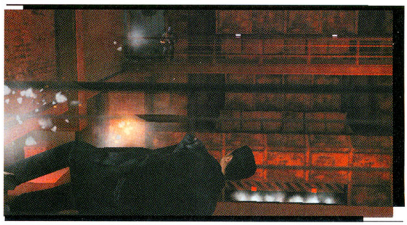
AS YOU MOVE DOWN THE WALKWAY, THERE IS AN ENEMY ON THE CATWALK TO YOUR RIGHT. TAKE HIM DOWN.



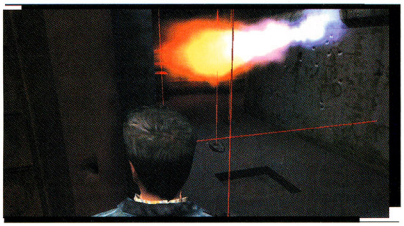
THERE IS ALSO AN ENEMY THAT SHOWS UP IN THE AREA UNDERNEATH AND BEHIND WHERE YOU ARE. KILL HIM NOW OR HE BECOMES A THORN IN YOUR SIDE LATER.



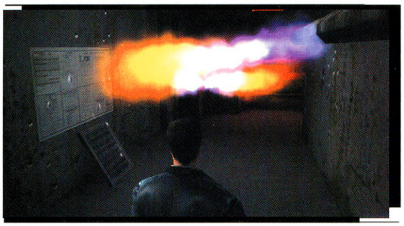
TOSS A GRENADE IN THE ROOM AT THE END OF THE WALKWAY. THERE ARE SEVERAL TRAPS IN THERE THAT YOU WILL SET OFF IF YOU JUST RUN IN. THE GRENADE SETS OFF A LARGE EXPLOSION.



AS YOU MOVE ACROSS THE NEXT CATWALK THERE IS ONE ENEMY THAT COMES OUT ON THE CATWALK ON THE OTHER SIDE.



THE NEXT ROOM HAS AN EXTENSIVE NETWORK OF LASER TRAPS AND GAS JETS. TOSS A GRENADE OR MOLOTOV COCKTAIL IN TO TAKE OUT THE LASER TRAPS.



GETTING PAST THESE GAS JETS IS ALL ABOUT TIMING. AS SOON AS THE FIRST ONE STOPS, RUN PAST IT BUT NOT PAST THE SECOND JET. THEN, WHEN THE SECOND JET STOPS YOU CAN RUN PAST IT.

DANGER

You cannot run past both jets at the same time, you must stop in the middle.

THERE'S A GUARD WAITING FOR YOU AS SOON AS YOU CLEAR THE JETS.

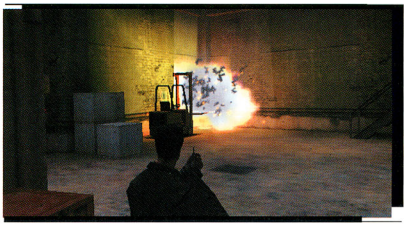
YOU HAVE TO SHOOT THE GATE CONTROLS THROUGH THIS WINDOW, THEN HOP OVER THE RAILING AND ENTER THE CONTROL ROOM.

INSIDE THE CONTROL ROOM YOU MUST USE THIS SHUT-OFF VALVE TO CLOSE OFF THE GAS JETS THAT ARE IMPEDING YOUR PROGRESS. DON'T FORGET TO PICK UP THE AMMUNITION AND WEAPONS IN THIS ROOM.

WHEN YOU OPEN THE NEXT DOOR THERE ARE THREE PACKS OF EXPLOSIVE DRUMS THAT GO OFF IN A ROW, LEAVING HOLES IN THE FLOORING.

XBOX ONLY

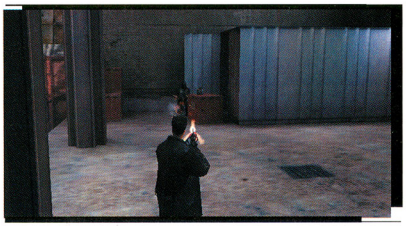
TAKE OUT THE GUARD IN THE CONTROL ROOM ACROSS THE WAY, THEN MOVE OUT INTO THE ROOM.



A FORKLIFT BLOCKS THE DOOR YOU NEED TO GO THROUGH WITH SOME EXPLOSIVE BARRELS ON IT. USE YOUR COLT TO BLOW IT UP AND CLEAR A PATH FOR YOU.

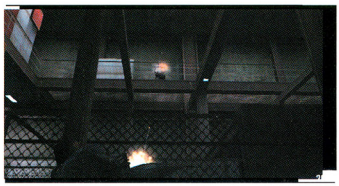
MOVE ACROSS AND JUMP DOWN ONTO THE WALKWAY THAT LEADS ACROSS THE CENTER PORTION OF THE ROOM. KEEP MOVING TOWARD THE OTHER SIDE.

IN THE NEXT ROOM THE ENEMY WILL LIKELY BLOW HIMSELF UP BY RUNNING INTO A TRAP. AFTER THIS HAPPENS, THERE IS ANOTHER ENEMY TO TAKE OUT.



AS SOON AS YOU GET TO THE OTHER SIDE, THERE IS AN ENEMY THAT RUNS OUT OF THE CARGO CONTAINER. TAKE HIM OUT THEN PICK UP ANY AMMUNITION THAT'S INSIDE THE CONTAINER.

BULLET TIME



THIS NEXT ROOM POSES SOME PROBLEMS BECAUSE YOUR ENEMY IS ABOVE YOU AND TOSSES GRENADES YOUR WAY. MOVE IN AND USE SOME BULLET TIME TO TAKE HIM OUT. YOU MUST AIM VERY CAREFULLY. THERE'S ANOTHER ENEMY JUST TO THE RIGHT AROUND THE CRATES.

USE THE BOXES TO JUMP UP AND WALK OVER THE CENTRAL AREA. THERE'S A **MOLOTOV COCKTAIL** IN THE CABINETS ON THE OTHER SIDE.

PAIN KILLER

HOP OUT ONTO THE CENTRAL PILLAR. THIS GETS A GUARD TO RUN INTO THE ROOM BELOW. TAKE HIM OUT, THEN MOVE TO GET THE AMMUNITION AND **PAINKILLERS** THAT SIT ON THE RACK IN THE CORNER. WALK CAREFULLY ALONG THE GIRDERS.

NOW YOU MUST HOP UP ONTO THE CENTER PORTION OF THE ROOM AND MAKE THIS JUMP UP TO THE BROKEN FLIGHT OF STAIRS. IT'S A TOUGH JUMP, BUT IT CAN BE DONE.

PAIN KILLER

IN THE NEXT ROOM ARE TWO GUARDS BEHIND A WIRE MESH. TAKE THEM BOTH OUT WITH YOUR COLT AND THEN GRAB THE **PAINKILLERS** ON THE BOX BESIDE THE DOOR.

AS SOON AS YOU MAKE THE JUMP THERE IS A GRENADE-TOTING GUARD THAT SHOWS UP. YOU SHOULD BE TOE-TO-TOE WITH HIM, AND WITH A COLT IN YOUR HAND YOU CAN'T LOSE.

PAIN KILLER

IN THE CONTROL ROOM ARE MORE **PAINKILLERS**, A **GRENADE** IN THE CABINET, AND LOTS OF AMMUNITION.

LOOK AT THE MONITOR TO LEARN THAT YOU MUST GET TO AN ELEVATOR LABELED D6.

AS SOON AS YOU LOOK AT THE MONITOR, THE METAL DOOR OPENS AND A GUARD COMES UP BEHIND YOU. BE READY FOR HIM OR YOU'LL BE DEAD IN THREE SHOTS.

IN THE NEXT ROOM, THE COLT SHOULD MAKE QUICK WORK OF THE TWO GUARDS ON THE FLOOR OF THE ROOM.

AFTER YOU'VE TAKEN THE GUARDS OUT, MOVE DOWNSTAIRS.

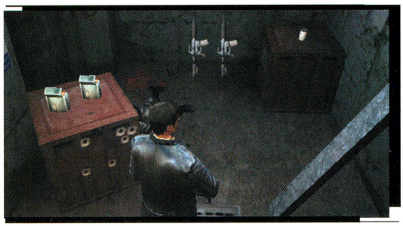
GET THE AMMUNITION FROM THE CONTROL AREA, THEN OPERATE THE LEVER THAT WILL CAUSE THE CRANE TO SMASH THE DOOR.

YOU CAN OPEN THE DOOR BY SHOOTING AT IT. LET THE ENEMIES ON THE OTHER SIDE COME TO YOU, AND TAKE THEM OUT WITH YOUR COLT.

THE NEXT ROOM HAS SOME LASER TRAPS. SHOOT THE TRAPS FROM FAR ENOUGH AWAY THAT THE ENSUING EXPLOSION WON'T HURT YOU.

BULLET TIME

DO A BULLET TIME JUMP TO TAKE OUT THE GUARD TO THE LEFT THROUGH THE DOOR.

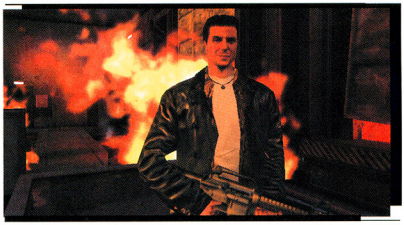


PAIN KILLER

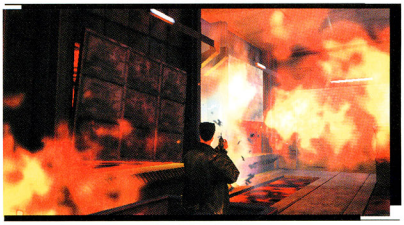
THERE'S A SURPRISING AMOUNT OF AMMUNITION AND **PAINKILLERS** HERE. IF YOU DON'T TAKE THEM NOW, YOU WILL BE SORRY.

THINGS ARE JUST NOT GETTING ANY EASIER. YOU MUST USE YOUR SNIPER RIFLE TO TAKE OUT THE TWO SETS OF LASER TRAPS IN FRONT OF YOU.

IF YOU DON'T HAVE SNIPER AMMO, ANY OTHER WEAPON WILL DO, IT'S JUST HARDER TO HIT THE TRAPS. NOW HOP INTO THE CART, AND PULL THE LEVER.

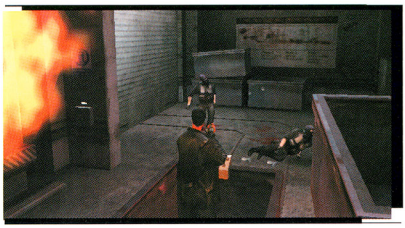


YOU START MOVING FORWARD, AND DON'T WORRY, YOU'RE SAFE FROM THE FURNACE BLASTS.

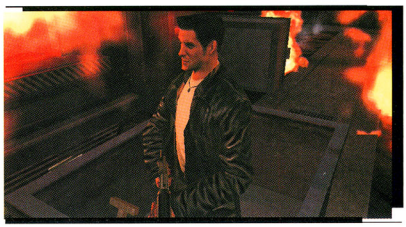


AS YOU'RE MOVING, YOU MUST DESTROY TWO MORE LASER TRAPS. THE BASES OF THE TRAPS ARE ON YOUR LEFT.

AS YOU APPROACH THE END OF THE RIDE, STAND READY WITH YOUR COLT BECAUSE THERE'S MORE ACTION STRAIGHT AHEAD.



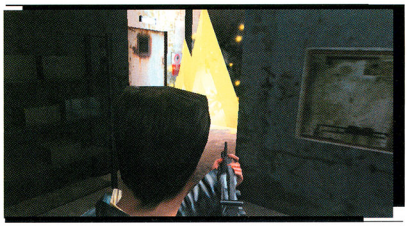
THERE ARE AS MANY AS FOUR ENEMIES GUNNING AT YOU AS YOU COME TO THE END.



HOP OFF THE CART TO THE RIGHT OR LEFT, NOT STRAIGHT OFF THE FRONT OR IT WILL CRUSH YOU AS IT CONTINUES TO MOVE.

THERE'S A GUY CROUCHED BY AN EXPLOSIVE BARREL. SHOW HIM HOW EXPLOSIONS WORK.

THERE IS ONE MORE ENEMY TO TAKE OUT BY THE CONTROLS. AFTER HE'S DEAD, GET THE **PAINKILLERS** AND HIT THE EMERGENCY SHUT OFF VALVE.



MOVE BACK OUT AND ACROSS THE HALL TO THIS ROOM. THERE'S AMMUNITION HERE, AND SOME LASER TRAPS THAT NEED TO BE DETONATED.

IN THE NEXT ROOM ARE TWO ENEMIES. ONE STRAIGHT ACROSS FROM YOU, WHO WILL START TO RUN ACROSS THE CENTRAL AREA, AND ONE UP TO YOUR LEFT. CONCENTRATE JUST ON THE ONE ON YOUR LEFT BECAUSE THE GUY RUNNING ACROSS THE CENTER GETS BURNED UP.

DANGER

Don't even touch the central area of this room or you'll end up crispy-fried.

USE THE RAILING TO HOP UP AND CROSS OVER TO THE OTHER SIDE.

OPEN THE LARGE DOOR ON THE OTHER SIDE, TAKE OUT THIS GUY, AND YOU ARE AT ELEVATOR D-6! WHEN YOU PRESS THE ELEVATOR, TWO GUARDS COME OUT AT YOU!

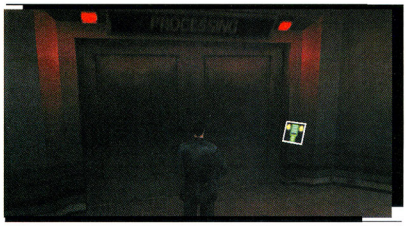
NYPD

CHAPTER THREE: THE DEEP SIX

You're now getting further into the complex, the stakes are getting higher. Witness two well dressed guards setting the auto-destruct sequence for the structure. You ultimately have to find your way out of this

BULLET TIME

TO START OFF THIS LEVEL YOU MUST FACE A COUPLE OF TOUGH HOMBRES. USE SOME BULLET TIME TO TAKE THEM DOWN.



GO IN THROUGH THE DOOR MARKED 'PROCESSING'.

THERE ARE THREE GUARDS INSIDE. UNLEASH YOUR FAVORITE WEAPON ON THEM (YOU CATCH THEM BY SURPRISE). THEY LEAVE BEHIND AMMUNITION AND PAINKILLERS.

CONTINUE TO MOVE THROUGH THE DOORS WITH THE GREEN KEYPAD BESIDE THEM.

MOVE THROUGH PAST THIS DOOR MARKED "LABORATORIES".

WEAVE YOUR WAY ALONG UNTIL YOU GET TO THIS CONTROL PANEL. THE CODE YOU NEED LATER IS ON THIS PANEL.

NOTE

The code is entered automatically when you use the panel, you don't have to enter it yourself.

NOW GO BACK TO THE PREVIOUS ROOM WHERE YOU FIND THIS KEYPAD GUARDING A STORAGE ROOM. THE CODE YOU JUST ACQUIRED WILL LET YOU IN.

GET THE **PAINKILLERS** FROM THE STORAGE ROOM.

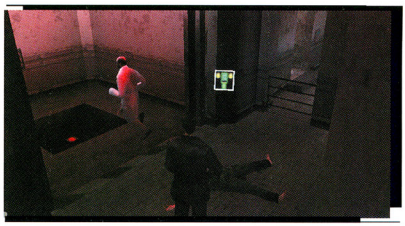
USE THE CODE ON THE NEARBY PANEL TO OPEN ACCESS TO THE CELLS.

AFTER USING THE CELL ACCESS PANEL, GET IN THE ELEVATOR.

GET OFF THE ELEVATOR AND OPEN THE DOOR TO BLOCK-B.

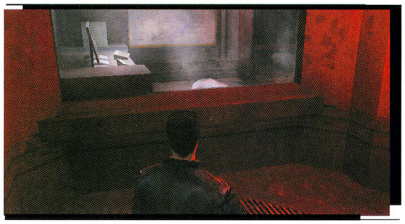
GO TO CELL B7, AND LET THE GUY INSIDE OUT.

AFTER YOU LET THE SCIENTIST OUT OF THE CELL, FOLLOW HIM!



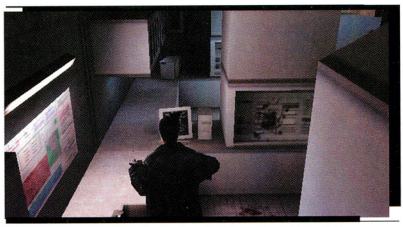
RIDE UP THE ELEVATOR WITH HIM, THEN MOVE OUT DOWN THE HALLWAY.

WHEN YOU GET BACK TO THE AREA WHERE THE STORAGE ROOM IS, THERE ARE TWO GUARDS THERE. THE SCIENTIST YELLS, "WE'RE DEAD!", BUT IF YOU ACT QUICKLY YOU CAN TAKE THE TWO GUARDS DOWN BEFORE HE GETS KILLED.



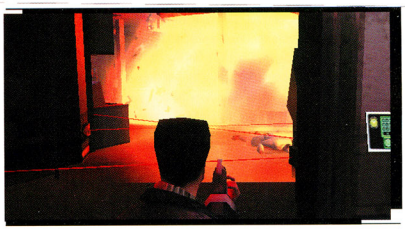
THE SCIENTIST GETS YOU THROUGH THE DECONTAMINATION CHAMBER.

THERE IS AN AREA WITH FOUR JETS OF FIRE. MOVE TO THE LEFT OF THEM.



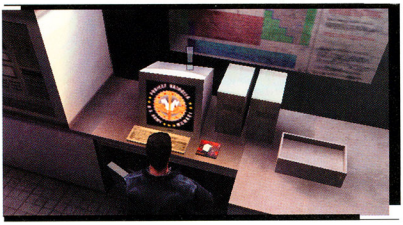
WALK ALONG THESE COUNTERS TO AVOID THE JETS OF FIRE.

RIDE THE ELEVATOR TO LABORATORY 2.



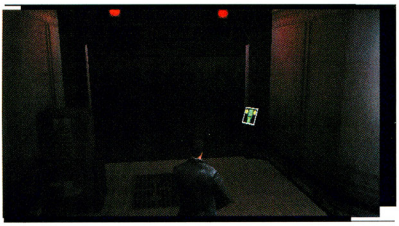
WHEN THE ELEVATOR COMES UP, THERE IS A DANGEROUS WEB OF LASER TRAPS IN FRONT OF YOU. SOME OF THEM CAN BE DESTROYED BY SHOOTING AT THEM, BUT OTHERS REQUIRE THAT YOU USE A GRENADE.

BE VERY CAREFUL IN THIS ROOM. THERE ARE A COUPLE OF TRAPS THAT ARE EASY TO MISS, AND IF YOU WALK OVER THEM, YOU'RE DEAD.

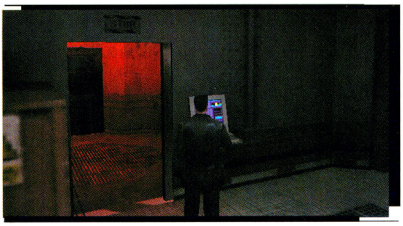


GO TO THE LAB TERMINAL.

You learn, via the terminal, that there was a research objective to create a chemical substance to enhance the stamina and morale of the infantry troops. The project started in 1991; however, by 1995 the project was cancelled because of unsatisfactory results. Someone decided to continue the experiments. They doubled the dosage for the remaining test subjects and then observed them in an urban setting. The drop-off point was your old address in New Jersey. You now know that you're on the right track of the people responsible for taking the life of Max's baby and wife, and for destroying his life.



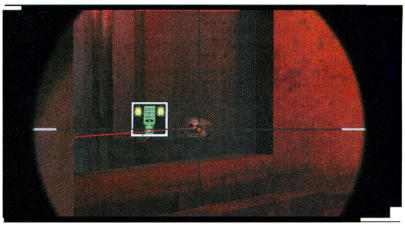
MOVE INTO THE ELEVATOR MARKED 'STORAGE'



GET TO THIS TERMINAL THAT IS LOCATED BY A DECONTAMINATION CHAMBER. THIS IS A TRAP, DO NOT GO INTO THIS CHAMBER.

TIP

Feeling lucky? You can enter the chamber and while standing to one side of the room, shoot the wall mines to blow the door open. Try it with Bullet Time.



INSTEAD, USE YOUR SNIPER RIFLE TO SHOOT THE TRAP THAT'S INSIDE THE ROOM BEYOND. YOU CAN JUST SEE IT WHEN YOU STAND OUTSIDE THE CHAMBER.

MOVE THROUGH THE CHAMBER, THEN FOLLOW THE GREEN PANELS UP TO THE ELEVATOR. A COUNTDOWN STARTS. IF YOU KEEP MOVING, YOU'LL BE OK.

AS YOU GET OFF THE ELEVATOR, THE COMPLEX EXPLODES BEHIND YOU.

NYPD

CHAPTER FOUR: BACKSTABBING BASTARD

Max goes to an all-night diner and drinks cup after cup of bad coffee. A message arrives from B.B. (the only other cop that knows who he is). You realize that Alex's murder had to be set up, and the only person who could have done it is B.B. You meet B.B. in a garage, where he as much as admits that he sold you out and killed Alex. Now you must get out of the garage you're in, and take B.B. down while you're at it.

BULLET TIME

RIGHT OFF THE BAT THERE ARE TWO VERY TOUGH CUSTOMERS TO FIGHT. USE BULLET TIME AND YOUR FAVORITE WEAPON TO TAKE THEM DOWN.

AROUND THE NEXT CORNER ARE TWO MORE THUGS. FORTUNATELY THEY'RE FAR ENOUGH AWAY THAT YOU CAN USE THE SNIPER RIFLE TO TAKE THEM DOWN.

START MAKING YOUR WAY DOWN THE GARAGE. ANOTHER TWO ENEMIES POP OUT AS YOU START YOUR WAY DOWN. KEEP MOVING AND HIT THEM IN THE HEAD AS YOU MOVE.

NOTE

The enemies in this garage are all very well equipped. You must be very sharp because they can aim well and many of them are carrying Colt Commandos and Ingrams.

THE PILLARS IN the GARAGE MAKE EXCELLENT COVER.

BULLET TIME

USE YOUR BULLET TIME JUMPS TO MAKE THINGS HAPPEN.

PAIN KILLER

IN THE BACK CORNER OF THIS LEVEL OF THE GARAGE IS A CABINET FULL OF **PAINKILLERS**!

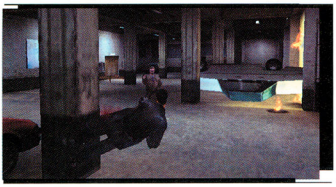
KEEP MOVING DOWN THE GARAGE. EXPECT TO SEE ENEMIES EVERY TIME YOU TAKE A CORNER.

GOING DOWN THE RAMPS MAKES FROM THE OPPORTUNITY FOR SOME SPECTACULAR JUMPS.

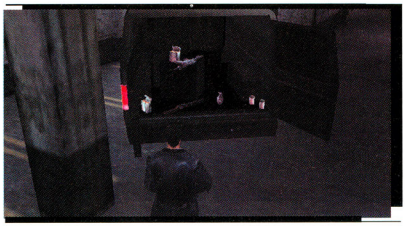
PAIN KILLER

WHEN YOU GET TO THE BOTTOM THERE ARE TWO MORE ENEMIES TO TAKE OUT. THEY STAY PUT, SO YOU HAVE TO EXPOSE YOURSELF AND GO AFTER THEM. PICK UP THE **PAINKILLERS** AS YOU GO BY.

BULLET TIME



KEEP ON MOVING, AND KEEP ON USING BULLET TIME JUMPS TO DO THE WORK.



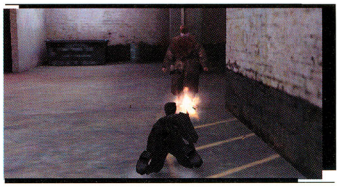
PAIN KILLER

AMMUNITION AND **PAINKILLERS** ARE IN THE BACK OF THIS VAN.

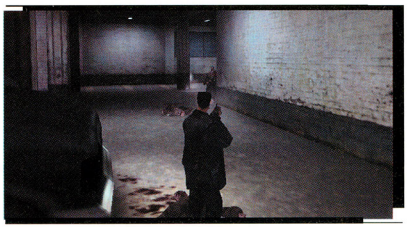
KEEP MOVING, EXPECTING FIGHTS AT EVERY CORNER.

WHEN YOU GET TO THIS AREA, FIRE AT THE RED BARREL TO OPEN UP A SPACE FOR YOU TO RUN THROUGH.

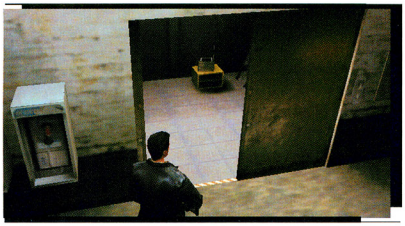
BULLET TIME



AROUND THIS CORNER ARE FIVE ENEMIES, ALL READY TO STOP YOUR PROGRESS. USE THE COLUMNS TO HIDE YOURSELF, AND BULLET TIME TO TAKE THEM OUT QUICKLY.



KEEP ON MOVING THROUGH THE GARAGE, LOOKING FOR ENEMIES AT EVERY CORNER. SAVE OFTEN IN THIS AREA.



GET THE AMMUNITION OUT OF THE ELEVATOR, THEN LISTEN TO THE RADIO THERE.

KEEP ON MOVING DOWN, DOWN, DOWN.

AS YOU MOVE DOWN THIS AREA THE VAN PULLS AWAY AND BLOWS UP. IT TOOK THE TWO GUARDS WITH IT, BY BURNING THEM UP.

THE ROSCOE STREET STATION IS WHERE IT ALL BEGINS.

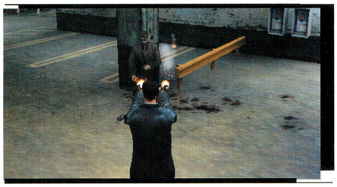
JUMP OUT AND TAKE OUT THE REMAINING GUARDS IN THE CENTRAL AREA.

THIS IS VERY HAIRY, AND YOU MUST USE THE PILLARS TO GET COVER WHENEVER POSSIBLE. WATCH OUT THAT YOU DON'T GET CAUGHT IN A CROSSFIRE.

SOMETIMES IT'S BEST JUST TO BE VERY AGGRESSIVE AND TAKE DOWN THE ENEMIES WITH A FRONTAL ASSAULT.

THIS IS THE FINAL SHOWDOWN WITH B.B. THE TWO CARS CRASH AND EVERYONE GETS OUT. PREPARE FOR SOME EVEN HOTTER ACTION.

BULLET TIME

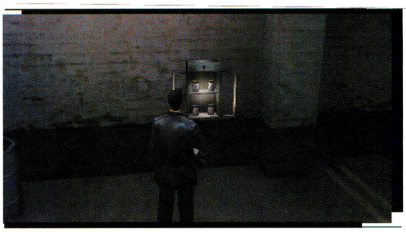


STAY BY THE PILLAR AND THEN USE BULLET TIME TO ACHIEVE YOUR ENDS.

YOU CAN GO INTO THIS BOOTH TO GET SOME AMMUNITION.

THESE GUYS HAVE JACKHAMMERS IN THEIR HANDS, SO FIGHTING THEM POINT BLANK LIKE THIS IS NOT THE BRIGHTEST IDEA IN THE WORLD.

AS YOU RUN BY THIS AREA, SHOOT THE RED BARREL AND BLOW EVERYTHING UP.



PAIN KILLER

PICK UP THE PAINKILLERS IN THE CORNER OF THE GARAGE.

AS YOU ROUND THIS CORNER, SWITCH TO DUAL INGRAMS.

B.B. COMES AT YOU FROM EITHER SIDE, AND HE TOSSES GRENADES AT YOU!

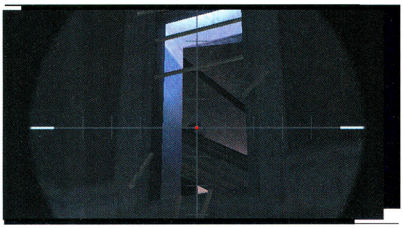
STAND TOE TO TOE WITH HIM AND UNLEASH TWO INGRAM CLIPS INTO HIM. THAT SHOULD TAKE CARE OF HIM. YOU CAN ALWAYS USE A BULLET TIME JUMP TO GET AWAY FROM AN IMPENDING GRENADE BLAST. AFTER B.B. IS DEAD, ANSWER THE PHONE.

PART 3: A BIT CLOSER TO HEAVEN

NYPD

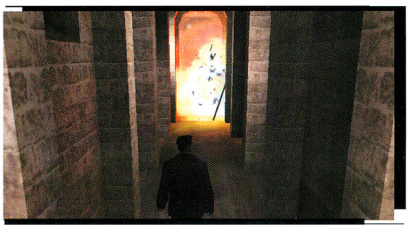
CHAPTER FIVE: IN THE LAND OF THE BLIND

Alfred Woden meets you in an old building near the Brooklyn Bridge. After he takes you through the building, you meet up with the 'Inner Circle'. You learn that Woden and his cronies were involved in Project Valhalla in the early stages, and they are interested in knowing the details of the project as they stand right now. You find out that the Mystery Witch's name is Nicole Horne. Nicole Horne is the president of Aesir Corporation, and is very powerful. As soon as you learn this, guards enter the room and execute everyone as you jump out the window.



THE FIRST THING YOU CAN DO IS TURN AROUND, GET OUT THE SNIPER RIFLE, AND TAKE OUT THE TWO GUARDS AT THE WINDOW BEHIND YOU.

MOVE ACROSS THE COURTYARD AND DOWN THE STAIRS. YOU ARRIVE IN THIS AREA THAT'S HEAVILY GUARDED WITH TRAPS.



TOSS A GRENADE DOWN THE HALL TO DISABLE THE TRAPS, THEN TAKE OUT THE GUARD WHO IMMEDIATELY COMES OUT.

IN THE NEXT ROOM, TAKE OUT THE TWO GUARDS ON THE STAIRS. PICK UP THE AMMUNITION AFTER YOU SMOKE THEM.

MOVE UP THE STAIRS AND THROUGH THIS DOOR.

IN THE HALLWAY THERE'S A GUARD ON THE WALKWAY TO THE RIGHT. YOU CAN SEE HIS LASER CUT THROUGH THE NIGHT AS HE SCANS FOR YOU. USE YOUR SNIPER RIFLE TO TAKE HIM OUT.

PAIN KILLER

THIS ROOM HAS PLENTY OF GOODIES, INCLUDING **PAINKILLERS**, IN IT BUT DON'T LET IT GO TO YOUR HEAD, BECAUSE TWO GUARDS ENTER THE ROOM AFTER A FEW SECONDS.

THIS DOOR OPENS AND TWO ENEMIES ARE THERE.

THE NEXT HALLWAY HAS A FEW SURPRISES FOR YOU. MOVE TO THE NEXT DOOR WITH A GREEN KEYPAD.

TiP

If you enter a hallway and there's no one in it, feel fairly confident that as soon as you start to walk down the hallway someone will show up to say 'hi'.

WHEN YOU OPEN THE NEXT DOOR A MOLOTOV COCKTAIL IS TOSSED RIGHT AT YOU, SO BE PREPARED TO BACK AWAY QUICKLY.

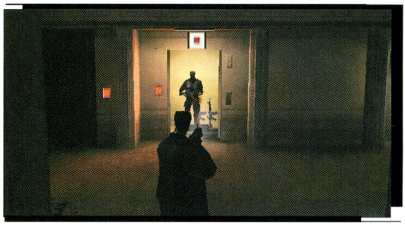
IN THE FOYER THE ELEVATOR CLICKS TO LIFE, AND A GUARD EMERGES. STAND AND BE READY FOR HIM.

TIP

Whenever you hear radio chatter in this level, you know the enemy is near.

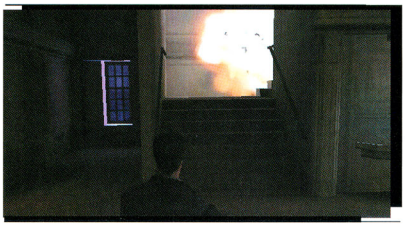
BULLET TIME

NOW MOVE UP THE STAIRS, BEING WARY OF THE GUARDS ON YOUR WAY UP. BULLET TIME JUMPS ARE INDICATED HERE.

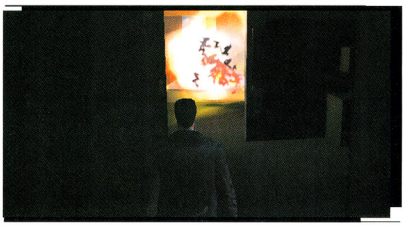


PAIN KILLER

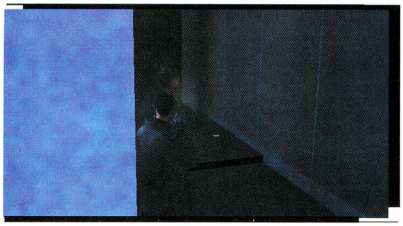
AT THE TOP OF THE STAIRS IS A GUARD THAT DROPS DOWN OUT OF THE TOP OF THE ELEVATOR AFTER LETTING A COUPLE GRENADES EXPLODE TO CLEAR HIS WAY. AFTER HE'S DEAD, PICK UP THE AMMUNITION INSIDE.



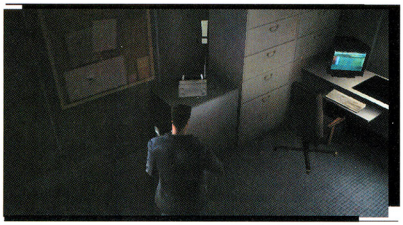
CONTINUE MOVING UP THE STAIRS, AND WATCH OUT FOR GUARDS THAT DROP GRENADES!



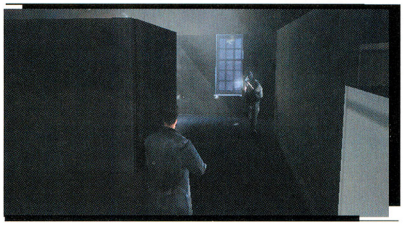
MOVE INTO THE OFFICE AREA. THERE'S A LASER JUST AROUND THE CORNER. YOU CAN ACTUALLY JUST HOP OVER IT, OR IF YOU HAVE THE GRENADES, DESTROY IT.



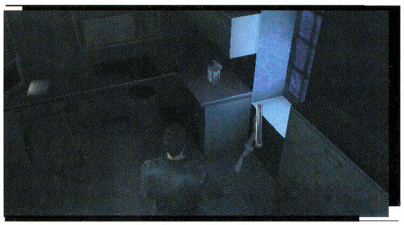
AFTER YOU BLOW UP THE LASER TRAP, PREPARE TO FACE THE GUARD HIDING BEHIND A CUBICLE WALL.



YOU CAN LISTEN TO THE RADIO IF YOU WANT. DEPUTY CHIEF JIM BRAVURA SAYS THAT DESPITE YOUR 'SERVICE' TO SOCIETY BY TAKING OUT ALL THESE THUGS, YOU MUST BE STOPPED!



TAKE OUT THE NEXT SET OF LASER TRAPS. WHEN YOU DO, AN ENEMY COMES RUNNING STRAIGHT AT YOU.



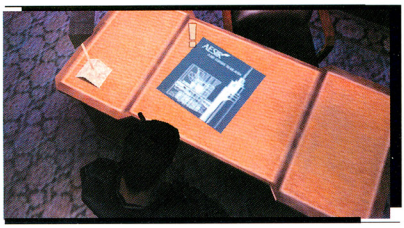
THERE'S AN **M79 GRENADE LAUNCHER** AND SOME AMMUNITION IN THE LAST CUBICLE IF YOU ARE LOOKING FOR MORE WEAPONS/AMMUNITION.

SAME THING APPLIES AROUND THE NEXT CORNER. THERE'S A LASER TRAP, SO USE A GRENADE TO DISABLE IT, OR JUST HOP OVER IT AND HEAD FOR THE DOOR.

BULLET TIME

GO THROUGH THE DOOR AND STRAIGHT ACROSS TO FIND COVER. THERE ARE TWO GUARDS DOWN THE HALLWAY THAT ARE *VERY* ACCURATE. USE BULLET TIME TO MOVE OUT INTO THE HALLWAY AND TAKE THEM DOWN ONE AT A TIME.

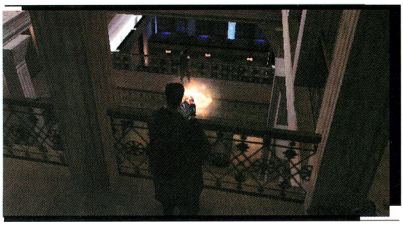
IN THE ADMINISTRATIVE OFFICES YOU FIND A VIDEO ON THE DESK. HAVE A LOOK AT IT TO LEARN THAT NICOLE HORNE WAS BLACKMAILING THE INNER CIRCLE.



IN THE NEXT OFFICE IS A PRESENT FROM ALFRED WODEN.

Alfred Woden leaves you the plans for the Aesir Corporation's HQ. The blueprints contain detailed information about all of the critical areas in the building. The President's office is located at the top of the building, right below her Penthouse suite. You also learn that the elevators are controlled by a security computer, part of the main frame which is located underground below the building. The Aesir Corporation building is a fortress, and that's where you'll be going next!

THROUGH THE NEXT DOOR ARE THE STACKED INNER COURTYARD BALCONIES. THERE ARE ENEMIES ON YOUR LEVEL, AND ON THE LEVEL BELOW.



KEEP MOVING AROUND THE BALCONY, THEN PROCEED THROUGH THE ONE OPEN DOOR.

THERE'S A GUARD JUST AS YOU ENTER THE STAIRWELL, BUT DON'T GET TOO ANXIOUS TO KEEP MOVING BECAUSE THERE'S A TRICKY LASER TRAP AROUND THE CORNER. TAKE IT OUT WITH A GRENADE OR BY SHOOTING IT.

DANGER

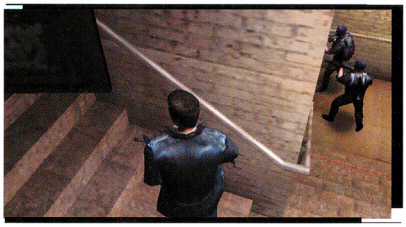
One of the common mistakes in this are is moving too fast and tripping a Laser Trap that you don't see at first. Take your time, and always keep an eye out for traps, especially in the office area and outside stairwells.

WHEN YOU DESTROY THE TRAPS, YOU ARE TREATED TO A SHORT CINEMATIC WHERE TWO GUARDS ARE COMING TOWARD YOU. THEY COME THROUGH THE DOOR AT THE BOTTOM OF THE STAIRS ALMOST IMMEDIATELY – BE READY FOR THEM. A MOLOTOV COCKTAIL IS A GREAT WEAPON TO START WITH IN THIS SITUATION.

WHEN YOU FINISH THESE TWO GUARDS OFF YOU GET A COOL CINEMATIC. KEEP ON MOVING, AND STAY SHARP!

GO TO THE NEXT DOOR WITH A GREEN KEYPAD (THE ONE IN THE STAIRWELL) AND CONTINUE TO CLEAR OUT ANY ENEMIES IN THE CENTRAL BALCONY AREA.

WHEN YOU GET TO THE BOTTOM OF THE STAIRS, GO LEFT. THIS TAKES YOU TO THE BASEMENT. IF YOU GO RIGHT, THERE IS ONE MORE GUARD TO KILL; IT'S UP TO YOU IF YOU WANT TO DO IT OR NOT.



TAKE OUT THESE TWO GUARDS IN THE STAIRWELL, AND BEWARE THAT THERE'S A TRAP ON THE FLOOR RIGHT IN FRONT OF YOU (THIS ONE IS HARD TO SEE).

TAKE OUT THE GUARD IN THE HALLWAY. IF YOU'RE LUCKY, HE'LL TRIP ONE OF THE LASER TRAPS THERE. USE A WEAPON LIKE THE JACKHAMMER TO TRIP THE OTHER LASER TRAPS IN THIS HALLWAY.

USE A GRENADE TO TRIP THESE LASER TRAPS. IF YOU DON'T HAVE A GRENADE, THERE'S ONE ON THE CRATES IN THE STAIRWELL YOU JUST CAME THROUGH. MOVE THROUGH THE DOOR TO ENTER THE NEXT LEVEL.

NYPD

CHAPTER SIX: BYZANTINE POWER GAME

You are close now. You know that the person you want is Nicole Horne, and you have nothing to lose. You're just two levels away from completion now!

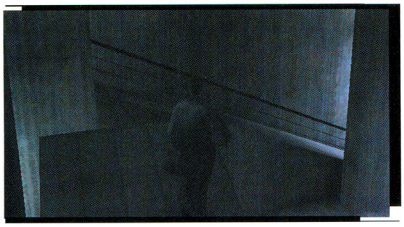
DON'T DALLY WHERE YOU BEGIN THIS LEVEL, BECAUSE THERE ARE GUARDS APPROACHING ON YOUR RIGHT IMMEDIATELY.

SHOOT THE LASER TRAPS TO START A CHAIN REACTION THAT CREATES A WAY FOR YOU TO GET UP TOP.

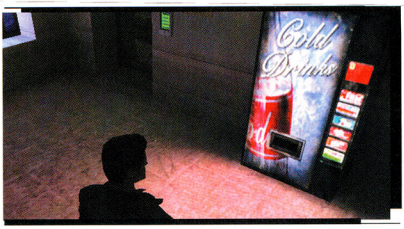
BULLET TIME

THERE ARE TWO MORE GUARDS COMING AT YOU FROM THE LEFT. THESE GUYS ARE TOUGH, AND YOU SHOULD USE BULLET TIME TO TAKE THEM OUT.

TAKE OUT THE TWO GUARDS ON THE RAILING ABOVE YOU.



CLIMB UP THE FALLEN FILING CABINETS TO GET TO THE UPPER LEVEL.



MOVE PAST THIS SODA POP MACHINE AND INTO THE LIBRARY. THE LIBRARY IS HAIRY. MOVE VERY SLOWLY AND WATCH OUT FOR THE CROSSFIRE.

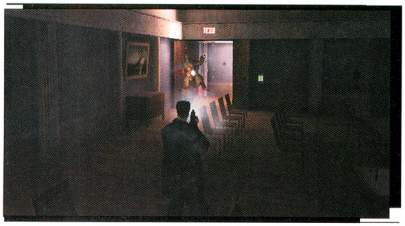
AS YOU MOVE ALONG THE UPPER LEVEL, KEEP YOUR HEAD TURNED TO THE LEFT SO THAT YOU CAN SEE ANY NEW GUARDS THAT APPEAR. AROUND THE OTHER SIDE GATHER **PAINKILLERS** FROM THE DEAD GUARDS.

THE ENEMY DROPS FROM ABOVE AND SETS TRAPS AS YOU WAIT. THIS POSITION IS A GOOD DEFENSIVE ONE THAT PROVIDES COVER INITIALLY.

MEET UP WITH A GRENADE THROWER IN THE NEXT STAIRCASE. TAKE HIM OUT THEN KEEP MOVING UP.

AFTER THE TRAPS ARE LAID, TAKE OUT THE ENEMIES *AND* THE TRAPS. THE RESULT IS THAT YOU CAN CLIMB UP THIS COLUMN TO GET TO THE SECOND LEVEL.

IN THE NEXT HALLWAY LISTEN FOR A KEYPAD TO ACTIVATE AND TWO GUARDS TO SHOW UP. USE YOUR JACKHAMMER TO MOW THEM DOWN BEFORE THEY CAN GET TO YOU.



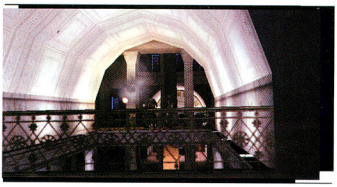
MOVE STRAIGHT AHEAD INTO THE PRESS ROOM. THERE IS SNIPER AMMUNITION AND A PAIR OF GUARDS. MOVE THROUGH THE DOOR THE GUARDS OPENED.

MOVE INTO THIS LARGE CIRCULAR BALCONY AND TAKE OUT A FEW ENEMIES. MOVE TO THE RIGHT IMMEDIATELY WITH YOUR COLT AND TAKE DOWN THE GUARD THAT'S COMING AT YOU WITH TWO BERETTAS. BEWARE THAT THERE'S ALSO A GUARD ON THIS LEVEL WITH A SNIPER RIFLE! IN OTHER WORDS, DON'T STAND OUT IN THE OPEN FOR ANY REASON.

WHEN YOU TAKE DOWN THE SNIPER YOU GET A GROOVY CINEMATIC OF HIM BITING THE DUST.

MOVE THROUGH THE DOORWAY INTO THE HALLWAY AND TURN RIGHT TO SEE THE STAIRCASE. AS SOON AS YOU ENTER IT, TWO GUARDS DROP FROM THE CEILING ON ROPES. MAKE QUICK WORK OF THEM.

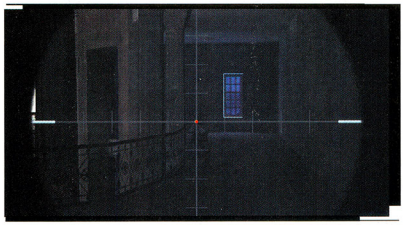
BULLET TIME



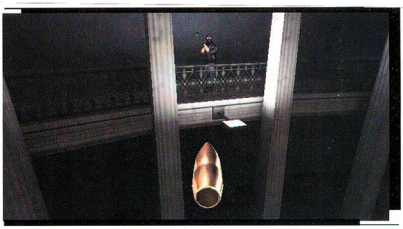
GO DOWN THE STAIRS AND THROUGH THE DOOR TO GET TO THIS ARCHED AREA. THERE ARE TWO GUARDS ON THE OTHER SIDE, ONE OF WHICH WILL BE USING AN M79 ON YOU. RETURN THE FAVOR BY USING AN M79 ON THEM AS YOU RUN PAST. KEEP MOVING SO AS TO AVOID THEIR GRENADE BLAST. IN FACT, YOU CAN USE A BULLET TIME JUMP TO LAUNCH YOUR M79 GRENADE AND TAKE THEM BOTH OUT AT ONCE!

WHEN THE DOOR AT THE END OF THE HALLWAY OPENS, USE YOUR M79 TO TAKE OUT THE GUARDS JUST BEYOND IT.

INSTEAD OF GOING THROUGH THE NEWLY OPENED DOOR (YOU'VE ALREADY BEEN THERE), MOVE TO THE LEFT AND DOWN THE HALLWAY TO THE DOOR AT THE END.



BEFORE YOU OPEN THE DOOR, GET YOUR SNIPER RIFLE READY. TAKE OUT THE GUY RIGHT IN FRONT OF YOU IMMEDIATELY OR YOU GET A SNIPER SHOT IN YOUR HEAD!



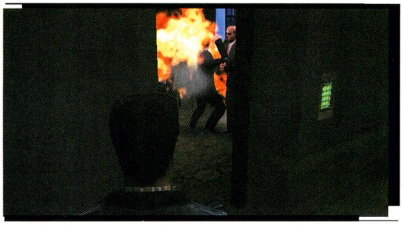
NOW MOVE INTO THE BALCONY AREA AND TAKE OUT THE SECOND SNIPER.

DANGER

THE GUARDS IN THE CENTRAL BALCONY AREA ARE EXTREMELY GOOD AT HITTING YOU IN THE HEAD, SO YOU MUST BE VERY FAST OR SEEK COVER TO SURVIVE.

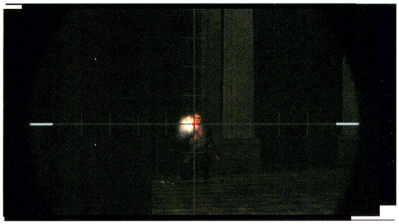
THERE'S A GUARD ON THE LEVEL ABOVE YOU. AGAIN, USE YOUR SNIPER RIFLE TO TAKE HIM OUT.

THERE'S A **JACKHAMMER** AND AMMUNITION ON A BENCH OF THE FAR SIDE OF THE BALCONY.



THERE ARE TWO UBER-GUARDS IN THE ROOM DOWN THE STAIRS. LISTEN TO THEM TALKING ABOUT THE CIA AND FBI, BUT CUT THEIR CONVERSATION SHORT WITH A MOLOTOV COCKTAIL, WHICH TAKES THEM BOTH OUT QUICKLY.

When you move into the area on the ground floor you have your work cut out for you. This is the final fight of this level, and it is the toughest fight you've ever been in. Ready your Jackhammer (you just picked up extra ammunition for it upstairs), and get ready to use Bullet Time to save your butt.



ONCE YOU'RE DOWN TO JUST ONE OR TWO ENEMIES ON THE OTHER SIDE OF THE ROOM, USE YOUR SNIPER RIFLE TO FINISH THE JOB.

PAIN KILLER

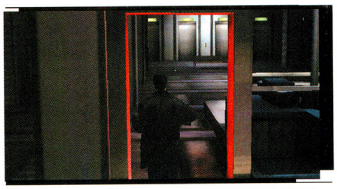
SCOUR THE ROOM FOR AMMUNITION. THERE'S SOME **PAINKILLERS** IN THE FRONT DESK, AND THERE'S ALSO SOME ON A BENCH AT THE OPPOSITE END OF THE ROOM. GO THROUGH THE EXIT TO GET TO THE NEXT LEVEL.

VALKYR HAD BEEN MEANT TO BE A WHITE-WINGED MAIDEN THAT WOULD LIFT YOU TO A WARRIOR'S HEAVEN--
KLIK!
BUT IT HAD TURNED OUT TO BE A ONE-WAY DEMON RIDE TO HELL. THE DEVIL WAS IN THE DRUG. I KNEW. I HAD MET HIM...

CHAPTER SEVEN: NOTHING TO LOSE

Revenge is a dish best served cold, and in this case it's being served in the icy-cold environment of the Aesir Corporation building. You have a bullet with Nicole Horne's name on it (or as Max puts it, you have ten thousand bullets with her name on it). This building has the highest security and the toughest guards of any you've yet faced. Be ready for some very tough action.

BULLET TIME



GET YOURSELF READY FOR A FIGHT RIGHT OFF THE BAT. AS SOON AS YOU WALK THROUGH THE METAL DETECTORS YOU HAVE SEVERAL GUARDS COME AFTER YOU. JUDICIOUS USE OF BULLET TIME IS A GREAT AID HERE.

CONTINUES

CONTINUED BULLET TIME

THE THREE GUARDS ALL HAVE DUAL INGRAMS, WHICH IS VERY DIFFICULT TO FIGHT, SO HIDE BEHIND THE PILLARS AND USE YOUR BULLET TIME. ON THE UPSIDE, WHEN THEY'RE TOAST, YOU GET LOTS OF INGRAM AMMUNITION.

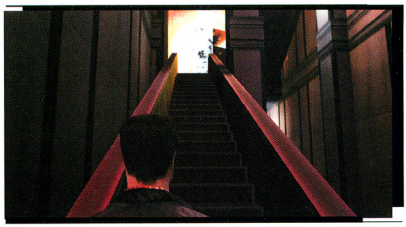
MOVE TO THIS CENTRAL PILLAR, BESIDE THE ELEVATORS. JUST BEYOND, AND UP ABOVE, ARE THREE GUARDS. ALL USE M79S TO LOB GRENADES AT YOU.

BACK UP AND USE YOUR SNIPER RIFLE TO TAKE THESE DUDES OUT ONE A TIME. THEY WON'T BE ABLE TO REACH YOU WITH THEIR GRENADES IF YOU STAND BACK FAR ENOUGH. THE FLOOR SHAKES WITH EXPLOSIONS, BUT JUST MOVE WAY BACK AND YOU'LL BE SAFE.

NOW IT'S TIME TO TURN THE TABLES ON THEM. ARM YOUR M79 AND MOVE TOWARD THE DOOR AT THE END OF THE ROOM. TWO GUARDS EMERGE, AND YOU CAN TAKE THEM BOTH OUT WITH ONE WELL-PLACED M79 ROUND!

TAKE OUT THE VARIOUS TRAPS ON THE ESCALATOR WITH A MIX OF FIREARMS AND GRENADES.

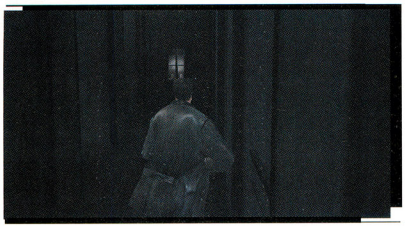
AS YOU MOVE UP THE STAIRS THERE IS A GUARD BEHIND YOU AND ABOVE YOU.



THERE ARE MORE GUARDS AND TRAPS AS YOU MOVE UP THE ESCALATORS.

BULLET TIME

AT THE TOP ARE SEVERAL GUARDS AROUND. USE BULLET TIME TO TAKE THEM OUT.



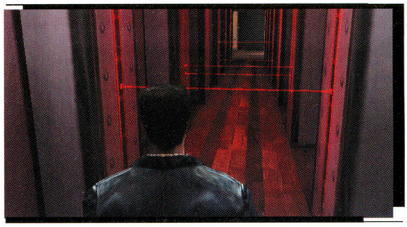
PAIN KILLER

RUN AROUND AND GET THE **PAINKILLERS** IN THIS CABINET. YOU WILL MOST CERTAINLY NEED THEM, IF NOT NOW THEN LATER.

MOVE BACK AND GO THROUGH THE DOOR WITH THE GREEN LIGHT ON TOP TO GET SOME M79 AND COLT AMMUNITION. THERE MAY BE ONE MORE ENEMY HERE, AND HE TOSSES A GRENADE AT YOU.

USE THE COLT TO TAKE OUT THE LASER TRAPS ON THE ESCALATOR UP.

AS YOU MOVE FORWARD, THERE IS A GUARD THAT POPS OUT IN FRONT OF YOU. IF YOUR COLT IS READY HE WON'T STAND A CHANCE.

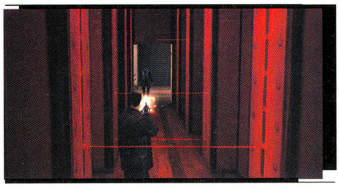


NEXT YOU ARRIVE AT THIS MAZE OF MOVING LASER TRAPS. YOU MUST TIME YOUR JUMPS AND RUN THROUGH TO GET ACROSS.

TIP

Don't sweat the moving Laser Traps. They aren't as difficult as they look. For traps that are go low during their cycle, jump over them, for traps that are high, walk under them.

BULLET TIME



AS SOON AS YOU MOVE PAST THIS POINT A GUARD COMES AT YOU. HAVE YOUR COLT READY AND AIM FOR HIS HEAD BECAUSE HE AIMS AT YOURS. BULLET TIME IS INDICATED HERE BECAUSE YOU HAVE NO ROOM TO MANEUVER.

AS SOON AS YOU PASS THROUGH THE LASER TRAPS, YOU HAVE TO DEAL WITH TWO GUARDS.

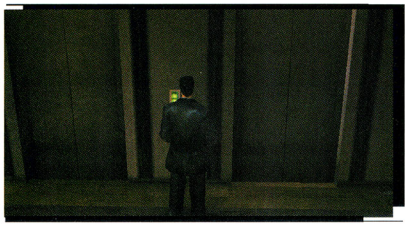
AGAIN THERE ARE **PAINKILLERS** IN A CABINET ALONG THE BACK OF THIS AREA.

OF COURSE, WHEN YOU COME BACK FROM GETTING THE PAINKILLERS, THERE ARE TWO MORE GUARDS WAITING FOR YOU (NOTHING IS EVER EASY).

BLAM!
MAX
BLAM!
A SUNSHOT SCORED AND SHE FELL DOWN IN SLOW-MOTION.
SHE WAS A NICE GIRL, NOT REALLY A STONE-COLD KILLER, AND NOW SHE WAS STONE-COLD DEAD.

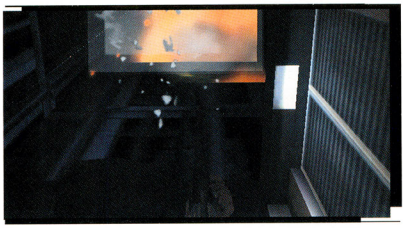
HIT THE ELEVATOR BUTTON AND FIND MONA. HORNE COMES ON THE INTERCOM AND TELLS MONA TO KILL YOU. MONA WON'T DO IT, AND EVEN DEFENDS YOU. BRIEFLY.

AS SOON AS MONA DIES, THERE'S AN ARMY OF ENEMIES FOR YOU TO TAKE DOWN. WELL, AN ARMY OF THREE, BUT THEY'RE VERY TOUGH.



GET ON THE ELEVATOR.

AS THE ELEVATOR RIDES UP, USE THE COLT COMMANDO TO TAKE OUT THE LASER TRAPS THAT ARE SET ABOVE YOU. THIS TAKES A STEADY HAND. BE SURE TO SHOOT OUT THE GLASS ABOVE YOU AS SOON AS YOU START MOVING.



KEEP YOUR COMMANDO TRAINED ON THE LASER TRAPS AS YOU MOVE UP. THIS TAKES SOME PRACTICE, BUT IT CAN BE DONE. THE COLT IS THE BEST WEAPON BECAUSE A FULL CLIP OF 30 ROUNDS SHOULD LAST YOU THROUGH ALL THE TRAPS. IF YOU HAVE TO RELOAD, YOU'RE PROBABLY DEAD.

WHEN YOU GET OFF THE ELEVATOR TAKE OUT THE TWO GUARDS ON THE GROUND RIGHT AWAY AND THEN RUN UNDERNEATH THE BALCONY.

BULLET TIME

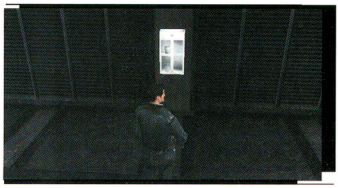
USE BULLET TIME JUMPS TO TAKE OUT THE GUYS ABOVE.

GO THROUGH THIS DOOR AND TAKE OUT THE ONE GUARD INSIDE.

INSIDE THIS CONTROL ROOM IS A LEVER THAT ENABLES YOU TO GAIN ACCESS TO THE ELEVATORS. THROW THE LEVEL AND THEN GET READY FOR SOME COMPANY.

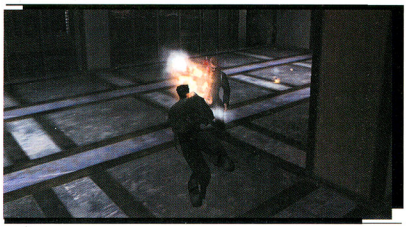
PART 3: A BIT CLOSER TO HEAVEN

BULLET TIME



PAIN KILLER

THREE GUYS COME AT YOU FROM THE RIGHT, SO BE READY FOR THEM AND USE BULLET TIME IF YOU MUST. THERE ARE **PAINKILLERS** IN THE CENTER OF THIS ROOM.



THE FIGHT IS VERY TOUGH, INDEED, IT MAY TAKE A FEW TRIES TO BE SUCCESSFUL. TRY TO USE THE JACKHAMMER FOR THIS FIGHT.

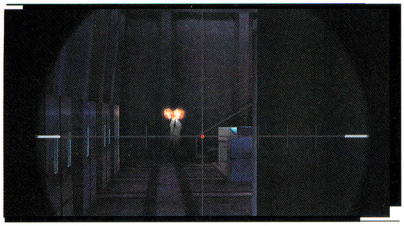
GET IN THE ELEVATOR AND RIDE IT DOWN. THERE IS A HELICOPTER THAT SHOWS UP. YOU NEED TO MAKE A JUMP OUT OF YOUR ELEVATOR TO ANOTHER ONE.

ONCE THE GLASS SMASHES, MAKE THE JUMP INTO THE OTHER ELEVATOR AND HIT THE BUTTON.

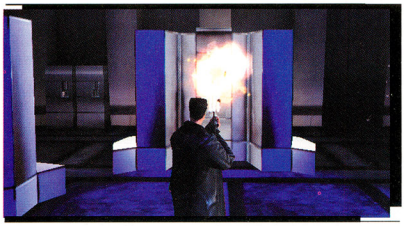
BULLET TIME

STEP OUTSIDE AND TO THE LEFT, THEN USE BULLET TIME TO JACKHAMMER THESE TWO 'NICE GUYS' INTO THE GROUND.

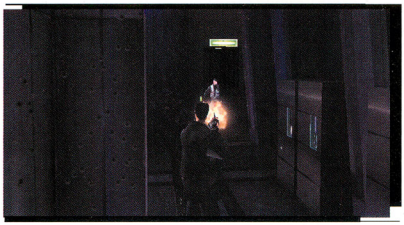
GET YOUR DUAL INGRAMS OUT, AND MAKE GOOD USE OF THEM IN BULLET TIME. AFTER YOU TAKE THESE TWO OUT, THERE'S ANOTHER GUY JUST BEHIND YOU.



USE YOU SNIPER RIFLE TO HELP CLEAR THE ROOM OUT.



SHOOT TWO OF THE MAINFRAMES, THEN GET READY FOR GUARDS TO COME OUT OF THE CENTRAL ELEVATOR.

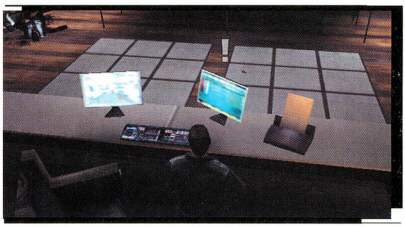


TAKE THE GUARDS OUT, THEN GO BACK AND SHOOT THE REST OF THE MAINFRAMES, AND EXPECT MORE GUARDS!

GET ON THE ELEVATOR AND RIDE IT UP.

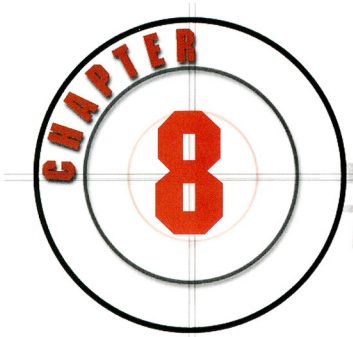
IF YOU STAND RIGHT AT THIS PILLAR YOU CAN TAKE OUT THE THREE GUARDS AS THEY COME DOWN THE STAIRS ONE BY ONE.

GO UP THE STAIRS AND TURN LEFT. FIRE MERCILESSLY AT THESE THREE GUARDS THEN MOVE INTO THE OFFICE.



CHECK OUT WHAT'S AT MS. HORNE'S PERSONAL COMPUTER DESK.

MOVE TO THE ROOM ACROSS THE HALL AND TAKE OUT THE GUARD THAT'S THERE. THEN GO TO THE ELEVATOR AND RIDE IT UP.

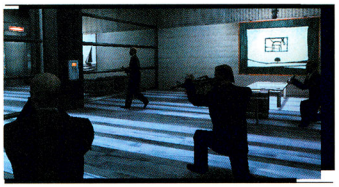


NYPD

CHAPTER EIGHT: PAIN AND SUFFERING

This is it. Your chance to finally take out Nicole Horne. If you can make it through Ms. Horne's final defense force, you'll be able to take her out and complete the task that you came here to do!

BULLET TIME

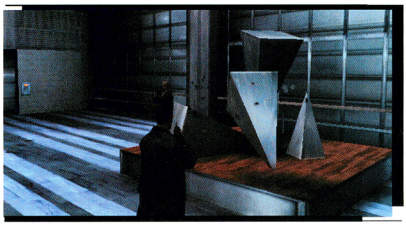


THIS IS A TOUGH SITUATION. THE ONE THING YOU HAVE GOING FOR YOU IS THAT THE GLASS RIGHT IN FRONT OF YOU IS BULLET PROOF. TWO GUARDS RUN OUT AND TOSS A GRENADE. AFTER IT GOES OFF DROP INTO BULLET TIME AND TAKE THE FIRST TWO GUARDS OUT.

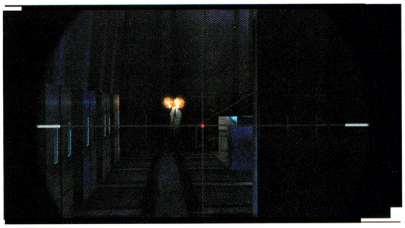
CONTINUES

CONTINUED BULLET TIME

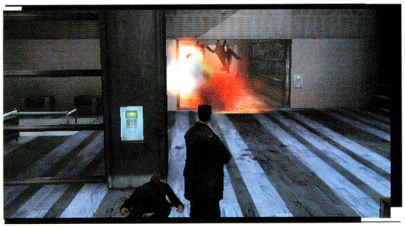
THE SECOND TWO GUARDS WILL COME AT YOU AFTER THE FIRST TWO ARE DEAD. USE A BULLET TIME JUMP AND YOUR JACKHAMMER TO TAKE THEM OUT.



NOW THE HELICOPTER OPENS FIRE ON YOU. STAY BEHIND THE STATUE TO AVOID ITS FIRE (CROUCH).



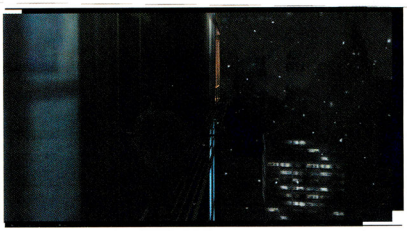
NOW THE HELICOPTER OPENS FIRE ON YOU. STAY BEHIND THE STATUE TO AVOID ITS FIRE (CROUCH).



WHEN THE HELICOPTER LEAVES, TWO GUARDS PUT IN AN APPEARANCE. READY YOUR M79 AND TAKE THEM OUT BEFORE THEY CAN EVEN GET A SHOT AWAY.

MOVE OUT AND FOLLOW THE VOICE OF NICOLE HORNE AS SHE TAUNTS YOU.

AN ENEMY GETS OFF THE ELEVATOR; INTRODUCE HIM TO MR. JACK HAMMER.



RUN THROUGH THE LIBRARY AND OUT ONTO THIS LEDGE. THE HELICOPTER SHOOTS AT YOU (AND LIKELY HITS YOU), BUT DON'T STAND TO FIGHT IT, YOU CAN'T WIN. INSTEAD KEEP MOVING AND GO INSIDE TO THE MUSEUM.

WHEN YOU ENTER THE NEXT ROOM THE ELEVATOR DINGS, BUT DON'T LET IT DISTRACT YOU, THE ENEMY RUNS DOWN THE STAIRS AT YOU.

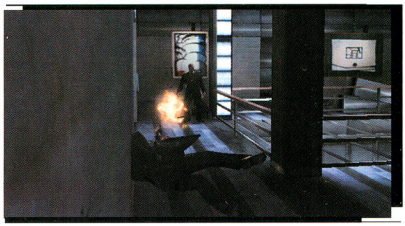
BULLET TIME

THERE'S AN ENEMY AROUND THIS CORNER THAT DOES NOTHING BUT EMPTY CLIPS OF INGRAM INTO YOU. YOU MUST USE BULLET TIME TO TAKE HIM DOWN.

THERE ARE PLENTY OF GUARDS THAT WILL BE COMING OUT OF ELEVATORS AND THROUGH DOORS. BE READY FOR A FIGHT AT EVERY TURN!

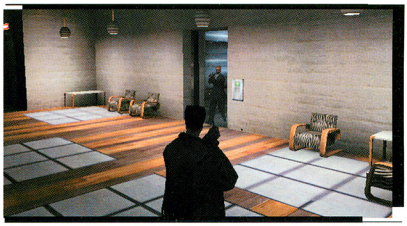
TIP

If you hear and elevator arriving or a door opening, it almost always means bad news, so turn your attention to it!



MOVE INTO THE CENTRAL LOUNGE. INSIDE ARE A PAIR OF ENEMIES, AND TWO MORE COME TO THEIR AID.

ROLL INTO THE NEXT ROOM AND USE A MOLOTOV COCKTAIL TO TAKE OUT THE TWO BARRICADED GUARDS.

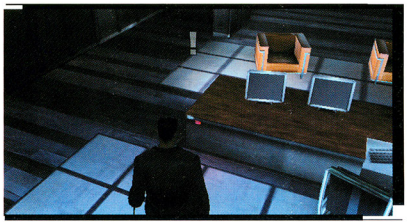


IN THE NEXT AREA THERE ARE TWO MORE THUGS TO DEAL WITH, BOTH SEEMINGLY COME OUT OF NOWHERE.

THERE'S AN ENEMY JUST BEHIND THE WALL ON YOUR RIGHT. TOSS A GRENADE IN THERE TO TAKE HIM OUT BEFORE HE TAKES YOU OUT.

BULLET TIME

SOME FANCY BULLET TIME WORK ENABLES YOU TO TAKE THESE GUYS OUT.



THIS BUTTON ON THE EDGE OF NICOLE HORNE'S DESK GETS YOU TO THE ROOF.

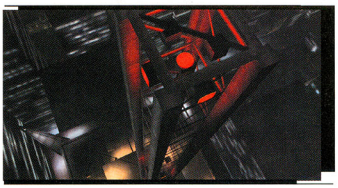
AS YOU ASCEND THE STAIRCASE, NICOLE OPENS FIRE AND TOSSES A GRENADE YOUR WAY. KEEP MOVING UP! DON'T SLOW DOWN OR HER GRENADE WILL GET YOU!

FOLLOW NICOLE UP ONTO THE ROOF.

Now you're up on the roof. Your goal is to take out two of the three remaining wires supporting the radio tower on the roof. This is tough, but it can be done. Follow the instructions and you should be fine. You must do it using long-range shooting. You won't physically be able to get close to the other two wires.

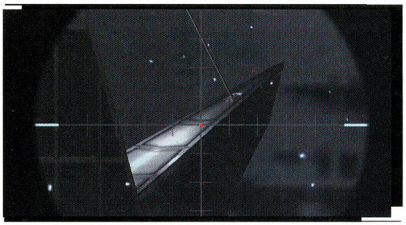
FIRST, USE YOUR COLT AND TAKE OUT THE CLOSEST WIRE BY FIRING AT ITS BASE.

BULLET TIME



AS SOON AS THE WIRE BREAKS, YOU HAVE 45 SECONDS TO TAKE OUT THE THIRD WIRE. YOU ALSO HAVE TO TAKE OUT THE THREE GUARDS COMING YOUR WAY. IF EVER THERE WAS A TIME TO USE BULLET TIME, IT'S NOW.

TAKE OUT THE ENEMIES WITH WHATEVER YOU'VE GOT. DUAL INGRAMS CAN WORK, BUT ALSO A M79 GRENADE CAN DO THE TRICK AS WELL.



TO TAKE THE THIRD WIRE OUT, STAND BY THE OTHER WIRE (THE ONE YOU JUST BROKE) AND USE YOUR SNIPER RIFLE TO TAKE OUT THE LAST WIRE! TAKE A FEW MORE SHOTS TO TOPPLE THE TOWER. THE ENDING WON'T BE SPOILED HERE, THAT WOULD TAKE AWAY THE FUN!

PART 3: A BIT CLOSER TO HEAVEN

GAME SECRETS

PLAYSTATION 2

AFTER GAME PLAY

UNLOCK ALL LEVELS

Play through Subway A1. Then, return to the main menu and enter the following button combination:

UP, DOWN, LEFT, RIGHT, UP, LEFT, DOWN, CIRCLE

This will open all levels for loading.

DURING GAME PLAY

Enter the following codes at the Pause Screen for some hidden results.

INVULNERABILITY

L1, L1, L2, L2, R1, R1, R2, R2

ALL WEAPONS AND FULL AMMO

L1, L2, R1, R2, TRIANGLE, CIRCLE, X, SQUARE

INFINITE AMMO

L1, L2, R1, R2, TRIANGLE, SQUARE, X, CIRCLE

XBOX

These codes are difficult to input and can only be entered after finishing the game in the appropriate modes.

CHEAT MENU

To Enter the Cheat Menu, enter the following button combination:

Enter the code while holding these four buttons down:

Right Thumbstick Button, Right Trigger, Left Thumbstick Button, Left Trigger

The code is:

White Button, Black Button, Black Button, White Button, White Button, Black Button

You only have a half of a second in between button presses to pull this off.

Once in the Cheat Menu, here are the cheats that you can unlock:

REFILL

To unlock this cheat, complete the game in Fugitive or Hard-Boiled mode.

GET ALL WEAPONS

To unlock this cheat, complete the game in Fugitive or Hard-Boiled mode a second time.

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Blood
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For Derek

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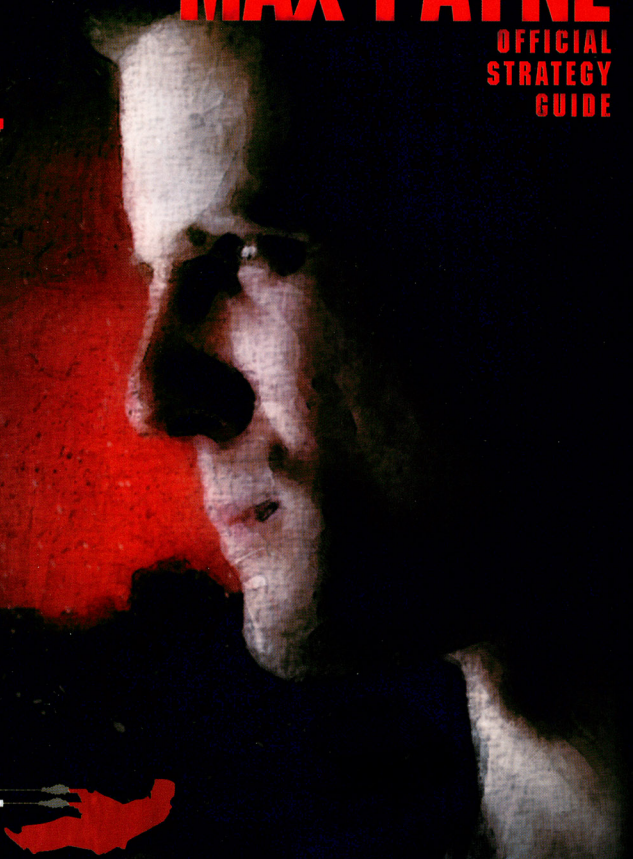

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